



"I really want to speak from my heart, here."

Jeff Schindler, Amiga Inc.

Amazing / AMIGA

COMPUTING

Your Original AMIGA® Monthly Resource

Volume 13 No. 5 May 1998
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The Amiga Kicks Back!

Gateway Amiga '98

**TurboPrint
Professional 6.01**

Aladdin 4D:

Save The Pixels! Rendering to Disk

Boiler Plate Texture

PLUS!

Partitioning Your Hard Drive

JavaScript 101

Create Perspective

Vintage Treasures

New York News Reader

and more!



**Whose shoes
are these? P.42**



INTRODUCING THE NEW 1998 QUIKPAK A4060T POWER TOWER

At first glance, just a new, larger, more stylish case.

But ...

when you release the patented hydraulic door, the PowerTower begins to whet the appetite of Amiga Power Users with a host of standard features and available factory installed options.

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MKE LS120 SuperFloppy
Accepts PC formats down
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of storage using available
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Standard:

24X CDROM with factory
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Standard:

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Optional: (shown)

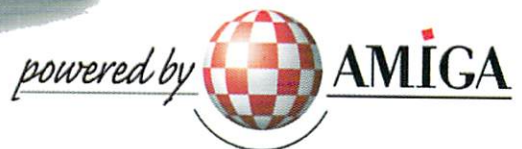
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Data and applications easier
than ever.



And... when you "pop the hood"

You find more drive bays and more room
for peripherals. The removable side
panels make it easier than ever to add
drives, and boards to your system.

**And a few other surprises that make
this the most powerful, versatile and
expandible Amiga™ yet.**



And, just when you thought we forget our A4000T customers...

A4000T owners can upgrade to the A4060T PowerTower.

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on the A4000T mother board, A/V board, Disk board, and Ports board are
renewed for 1 more year!



Contact your local dealer for more information - or visit our Web site at www.QuikPak.com

An Open Letter to the Amiga Community

To: The Amiga Community

From: David A. Ziembicki
CEO, QuikPak Corporation

Welcome to 1998. This should prove to be the year for new Amiga products from around the world. QuikPak is releasing several new versions of the Amiga as well. On the opposite page is just a taste of what we will be shipping this month. As shown in the picture, we have added a version of the A4060T that is equipped with the fastest Motorola 68060 yet - the 66 MHz. The CPU card in the A4060T is also new and provides outstanding performance as well as enhanced SCSI capabilities.

The new A4060T PowerTower is aimed directly at Videographers and other Power Users who need a higher end computer with more expandability and room for multiple processors. We have looked at the majority of A4000T profiles and listened to the feedback from our customer base, and, based on your needs, we have created (in record time) the fast and dependable Amiga system you need today with the expansion capability you want for tomorrow.

Also, we have not forgotten the thousands of A4000T owners who have already made their investment. Our upgrade program will allow these loyal customers to get all of the enhancements and features by utilizing their current A4000T. We are also renewing the warranty on systems that are upgraded. Look for more details, specifications, and benchmarks for the new A4060T PowerTower on our Web site at www.QuikPak.com.

As always, thank you for your continued interest and support for our line of computers "Powered by Amiga".

NOW THINGS ARE HAPPENING WITH THE AMIGA



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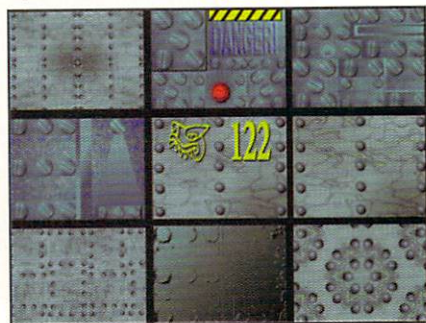
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Vintage Treasures, P.18



Aladdin 4D, P.20



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9 New Products

& other neat stuff

Amiga 1200 Special User Group Promotion, Image FX 3.0 Ships, Seamless Textures, FontMachine 3, and more!

16 Boiler Plate Texture

by R. Shamms Mortier

Create the look, a special look for your next project that is so standard, it can work in a current industrial model or a futuristic movie.

18 Vintage Treasures

by R. Shamms Mortier

To an artist, a favorite paintbrush, though worn and frayed, may still serve as the essential tool in crafting a masterpiece.

20 Aladdin 4D:

Save The Pixels! Beginning Tutorial

by Dave Matthews

The basics of rendering your creations to disk with a few options to make your output more flexible.

22 How to Create Perspective from a Flat Illustration

by Nick Cook

Changing your point of view.

26 This Old Workbench: Episode 17 Partitioning Your Hard Drive

by Dave Matthews

A partitioned hard drive for flexibility and diversity, but caution is strongly advised.

30 On Line

by Rob Hays

JavaScript 101: Starting this month, we'll look at some of the basics of JavaScript; what it can do, and how to use it.

48 Byte Sized Reviews

by Lars Nelson

New York News Reader Version 1.240, an important tool for Amiga internet news access.



13 Amiga Inc.'s Jeff Schindler at Gateway Amiga '98

Amiga Inc.'s General Manager discusses the current Amiga market and our future



34 TurboPrint Professional 6.01

by William Near

TurboPrint Professional 6.01 supports a wide range of printers, features and options to help you control the printer of your choice.



42 Amiga '98

Over 1,000 Amiga enthusiasts from all over attended the first in a series of shows slated for 1998.

DEPARTMENTS

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Editorial Content

What Choices Do We Have?

Recently, Vulcan Software and Siamese Systems Ltd. each offered detailed reports of what they needed to do to survive as an Amiga company. Vulcan changed product development to place more activity into creating games for other platforms while retaining some Amiga development. Siamese made a case for taking preorders for a product and developing it if users obliged with the required 500 preorders to make it profitable.

At the same time, we have been receiving announcements of new hardware and software still in production. Some of these hardware products could greatly help the Amiga, however expected dates on these third-party products remain several months away.

To most Amigans, we are in a renaissance, yet, they remain waiting for the direction this renaissance will take. Most looked to Jeff Schindler's speech at Amiga '98 (see page 13) to provide insight into Amiga Inc.'s future thinking.

Jeff Schindler spoke from the heart in his honest appraisal of where we are and where we are going. I believe what he said was true, it was just not what we wanted to hear.

Mr. Schindler talked about the problems of the Amiga market, about "...companies that are going down with Amiga." His answer has been to create a perfect business plan for the Amiga, "These plans aren't 'what are we going to do six months from now'. These plans are 'what are we going to do through the year 2001, or 2002'."

I have no doubt that Mr. Schindler is sincere in his desire to utilize the Amiga through the year 2002. However, Amiga Inc.'s goals for this platform may not be the same as the current Amiga users' and vendors' hopes. Mr. Schindler addresses the problems and concerns of the digital revolution and the upcoming convergence of computer, cable, video, and more into a newly defined appliance. An appliance for which his Destination TV was the acknowledged first step.

Mr. Schindler knows there is going to be problems, "...we're going down into the valley, and we're going to keep going into the valley before we can actually come back out of it." He also said, "...whatever you have to do to survive, never leave that piece in your heart that says Amiga."

Surviving is what most Amiga companies are attempting to do now. But, without clearly defined goals for the next six months, we have a problem. It would help if we were all working from the same game plan. We need to know that our joint efforts are at least in the same direction.

If Amiga Inc.'s main goal is the future of the Amiga operating system in the digital

convergence and other technologies, great. However, the continuation of the Amiga as well as the means to program those future technologies depends on the existence of the current platform and its evolution as a computer. If we fail here, it will be ten times as difficult to establish a future Amiga standard in the next digital age. Why should anyone trust this future standard if it was not protected by Amiga Inc. and Gateway 2000 earlier?

How do we protect the Amiga's future? By being honest with ourselves.

Recently, an Amiga vendor told me he had received a call from an angry Amiga 1000 owner who would quit supporting the market if the vendor did not continue to support his Amiga.

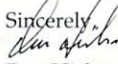
When the Amiga 1000 was on the market, the Apple Macintosh sported a hefty 512K (you could get a meg at twice the cost) and no hard disk. At the same time, the IBM was a 640K monster with 5 1/4 inch drives. Neither of these markets even comes close to supporting those machines today and yet we have Amiga 1000 owners (and even 500 owners) who love their Amiga's and believe software and hardware vendors should continue to support their technology. Unfortunately, it will not happen.

If you want to support this market, realize it must grow. Many of us desperately need to upgrade our equipment and software. Some of us are waiting for the next wave of Amigas, but, as the Siamese message indicates, we can't get anywhere if nothing is happening.

If you belong to a user group, now is an excellent time to upgrade to an Amiga 1200. National Amiga in Canada and Compuquick have been given special pricing by Amiga Inc. for a limited time to support Amiga user groups. Please have your user group representative contact them.

As far as the rest of the market, please review your needs, contact developers and dealers for upgrades and let's bring the Amiga forward at least to the technology of today.

While this might not give us a direct answer to our needs from Amiga Inc., it will allow vendors the opportunity to develop their own answers and products. For many years, the Amiga has been supported by the sound hard work of the Amiga third party developers. Remember, they can't get there if you don't also support the market. We can't get anywhere by sitting still.

Sincerely,

Don Hicks
Managing Editor

Amazing/AMIGA

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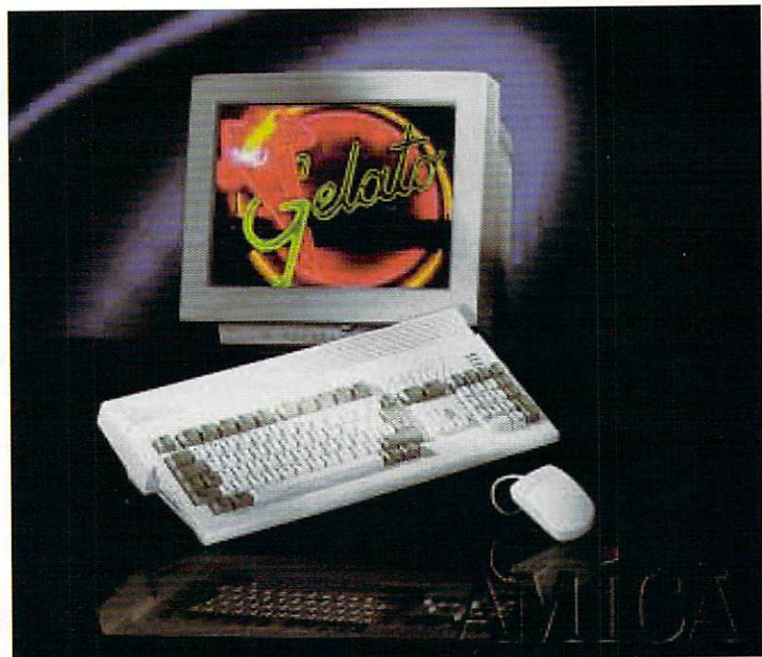
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AMIGA[®]

International, Inc.

They're Back... AMIGA 1200s for North America



One of the Amiga's most popular editions is returning to North America. Amiga International is re-releasing the AMIGA 1200 in NTSC beginning December 1, 1997. Don't miss this opportunity to purchase one of the most popular Amiga systems of all time.

The AMIGA 1200 includes:

- Motorola 68EC020 / 14 MHz, 2 MB RAM onboard
- 32-bit RAM expansion up to an additional 8 MB, significantly more 32-bit RAM may be added with an accelerator board installed
- AA Graphics System, colour palette: up to 16.8 million colours (24 Bit), 256 of them displayable simultaneously or more than 640,000 in HAM8
- Graphics resolutions: from 320 x 200 pixels noninterlaced 50 Hz up to 1280 x 512 pixels interlaced 50 Hz or 640 x 480 pixels noninterlaced 60 Hz or 640 x 400 pixels noninterlaced 70 Hz and many more freely programmable modes
- Video and Genlock capable
- 4-Channel Stereo Sound standard, each 8 Bit DMA
- Keyboard: 96 keys
- Mouse: high resolution 400 dpi, 2 buttons
- 16-Bit IDE Interface for internal 2.5" harddisk, 44 pins
- Floppy Disk Drive 3.5" DD internal, 880 KB AMIGA, 720 KB MS-DOS
- Interfaces: serial RS-232c (modem), parallel (printer), external floppy drive, 2 mouse/joystick ports, video RGB (monitor), video composite (TV, video recorder), RF modulator (TV antenna), stereo audio
- PCMCIA-V2.0 16-Bit interface for RAM (max. 4 MB, 16 bit), Ethernet, or other expansion cards
- CPU Slot 150-pin internal, for memory expansion or accelerator board with bigger processor
- AmigaOS 3.1 with preemptive multitasking

Technical specifications subject to change without announcement.

Special: HardDisk version comes with 170 MB harddisk

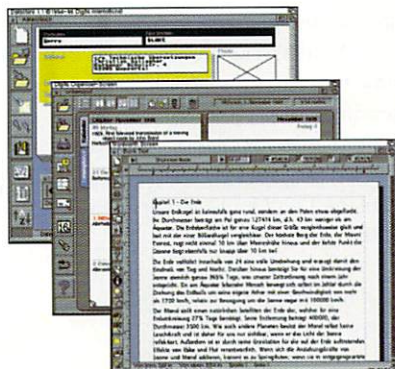
Software Bonus!!

Each AMIGA 1200 comes with the Magic software bundle, containing:

- Word Processor—WordWorth v4SE
- Spreadsheet—TurboCalc v3.5
- Database—DataStore v1.1
- Graphics program—Photogenics v1.2SE
- Paint program—PersonalPaint v6.4
- Organiser v1.1
- Games—Pinball Mania and Whizz

HardDisk EXTRA!

The harddisk version of the A1200HD also comes with Multimedia Authoring System Scala MM300



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FEEDBACK

Where is AmigaLinkIt and what can we do to support Blitz Basic?

Dear AC,

I do hope someone creates and sells "Amiga Link Kit" commercially for the handheld computers like Psion; 3 Com's PalmPilot, etc. It is clear that many of the disadvantages of the Amiga are not for its speed nor the system itself (this is a big advantage, I know it very well) but the difficulty of connecting to other peripherals like Scanners, Digital Cameras, etc. Though some shareware authors and companies have created drivers for them they do not cover many products sold in the market.

There are plenty of handheld computers including new WindowsCE machines which can communicate to stationary machines very easily. But, for being Amigans, we are almost out of luck and are forced to use one of the Wintel machines or at least a Macintosh hence this is why the poor machines with poor systems all around the world make sense.

Before talking about the new Amigas, which features the fast RISC technology, there are some more things left to keep the Amiga alive, I think. Even

if the new Amigas run at an amazing 100MHz but without any chance to connect to other peripherals, it will be useless.

Lastly, for the people without any electronic communications like me, a professional magazine like AC is so precious and it is easy to decide to continue my subscription.

Sincerely,
Jiro Narita
Mexico City Mexico

Dear AC,

After reading through your February 1998 issue, I felt I had to take the time to give you a big congratulations. I don't know how you did it, but the inside of your magazine contained much more than my first impression of thin exterior ever imagined! After reading article after article, I still ended up with material that I must read later.

I have updated to Cross Dos 7, enjoyed a practical article on Acrobat file usage, discovered some download utilities, and got teary-eyed from your touching coverage of Bill Williams game programming, and there were many other great articles too numerous to mention here.

I don't get a single technical journal that covers as much important information as your February issue did, even in magazines 10 times as thick. There was news in there that had not been made stale by the plethora of news on the Web.

As this issue also indicates that it is time to resubscribe, I will certainly be sending you a check shortly.

Thanks for sticking with the community, and providing such fresh content. I will look forward to seeing you at the next show as well!

Best regards,
Steve Shireman

Dear AC,

I read with interest Jim Lucia's letter in the March 1998 issue. I somewhat agree with him. I have yet to need that software (or any other of its kind) to generate gas, rainbows, etc. I do, however, like to muddle about with programming. I have about 5 games under development for the Amiga in the Blitz Basic 2 language. While I like creating the initial graphics (tiled, and bitmapped-3D), I get bogged down in the art of fleshing out the maps, putting people/monsters in locations, traps, etc. (Think any of your readers would be interested in collaborating?)

The way I figure it, the Amiga community is dying for some great games. I know I am. Not a day goes by, but that I don't wish a game I see for the PC was available for the Amiga. It was the *Faery Tale Adventure* that hooked me on the Amiga. It'd be nice if we can create another got-to-have-it to lure still more prospective Amiga fans, wouldn't it?

A second point: can you post a request to your readers to see if we can get a column going for those of us who use Blitz Basic, or for those who perhaps who like to try their hand at programming, but don't know where to start? Blitz is as powerful as C, can go as fast as Assembly, and is as easy as Basic. Maybe some readers can send in contributions of code they've done; others perhaps can ask questions of the how-do-I-do-this type; and still others can answer those questions. I fall into all three categories myself.

One last point: is there anybody who can explain how those Doom-style games do their 3-D drawings, textures, lighting, etc? I realize it involves trigonometry, but could maybe someone spell it out, or at least refer me to a book where I can read up on it?

Thanks.
Paul Kocourek

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Circle 103 on Reader Service card.



Our alien friends' name is Nella. She is our contact with an advanced civilization. Nella has brought to us a great advancement in Amiga technology, the Alien BoXeR. The all new leading-edge design uses the AGA chip set for compatibility, but has completely redesigned logic to achieve the highest performance and most flexible design. The Alien BoXeR delivers a low cost home Internet solution or the basis of professional Multi-Media computing system based on the Amiga Chip Set and Operating System. The Alien BoXeR provides a low purchase price with great expansion options, while delivering a performance in excess of the 040 or 060 based A4000(T).

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- ◆ Warranty- 1 year parts/labor

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Siamese System Version 2.5

The idea behind the Siamese System is to transparently integrate a PC with an Amiga, and in doing so, give the Amiga access to some of the cool things modern day PCs can do (that the Amiga WOULD do if it weren't for horrific mismanagement). For example, modern, cheap, "multimedia" (sic) PCs have many features found only in highly expanded big box Amiga's (if at all), such as 24bit high resolution graphics cards (often with 3d acceleration), software/hardware mpeg players, 16bit sound playback and recording, and of course "Industry Standard" software. So why not take advantage of the PC? So what does it do? The most obvious thing it does is allow you to use one keyboard, one mouse, and one monitor, to control both computers (you choose whether you want to use the Amiga or PC mouse/keyboard, or you can continue to use both if you want). You flick between computers as easily as flicking between Amiga screens, using a hotkey "left-amiga-c", or "f12" on the PCs keyboard. An Amiga depth gadget also appears on your Windows StartBar Tray, pressing that goes to the Amiga, and you can also use the included Amiga96 StartBar program to put a button on your WorkBench to flick back to the PC.



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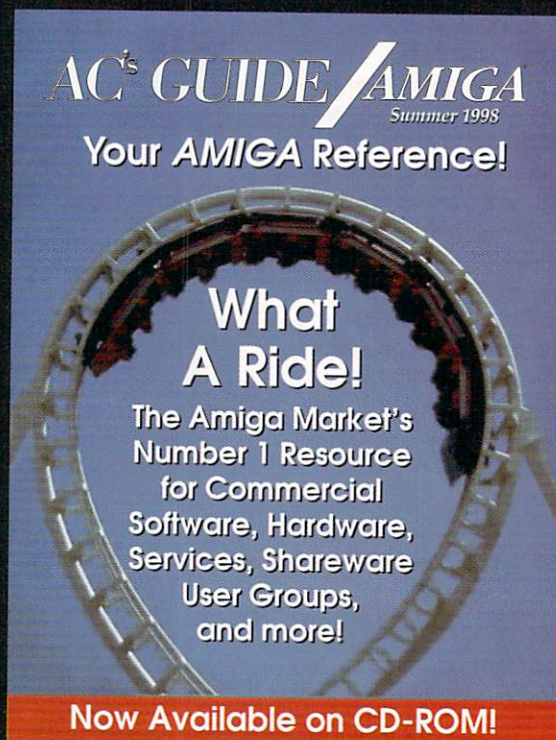
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Amiga 1200 Special User Group Promotion, Image FX 3.0 Ships, Seamless Textures, FontMachine 3, STFax Professional, X-DVE 3.0, and more.

NEW PRODUCTS

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A1200 Special Offer

Members of North American User Groups have a special opportunity to purchase the Amiga 1200 at a temporarily reduced price. Amiga International has contracted two dealers in North America to distribute the Amiga 1200 to user group representatives in their respective countries. Compuquick Media Center of Columbus OH, US and National Amiga in London Ontario, Canada will take orders for only a short time.

Compuquick Media Center, 3758 Town & Country Road, Columbus, OH 43213, TEL: 614-235-3601, TEL/FAX 614-235-1180, www.infinet.com/~compuquick, email: compuquick@infinet.com.

National Amiga, 111 Waterloo Street #101, London, Ontario Canada N6B 2M4, TEL: 519-858-8760, FAX: 519-858-8762, email: sales@nationalamiga.com, www.nationalamiga.com.

Pyromania Classics

VCE, leading Hollywood visual effects company for 20 years & Bill Panagouleas developer bringing many popular PC & Mac applications to the Amiga is proud to release PYROMANIA CLASSICS! Amiga/Video Toaster 4000 version.

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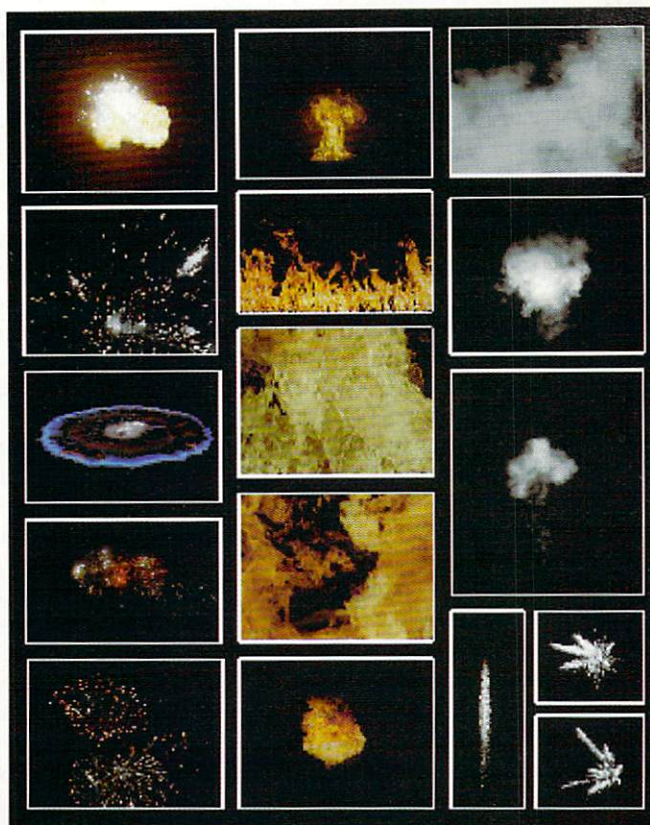
variety of programs such as ImageFX, Photogenics or Toasterpaint.

All files are photographed in 35mm motion picture film, scanned at 2k resolution and down sampled to full overscan video resolution. In addition, the Amiga/Toaster version includes Sequences in native FlyerClip format and Real-time Color Toaster Effects/Wipes. Toaster Effects may be used Real-time in your project and FlyerClips can be used for advanced compositing in Lightwave 3D & Toasterpaint.

AGA Amiga or Graphics card required. Video Toaster 4000 with A4000 or higher specification Amiga required for Real-time Effects. Video Toaster Flyer or Lightwave 5.5 required for FlyerClips. Call 1-800-242-9627 for more information.

New Products Being Distributed by Safe Harbor

Safe Harbor has announced three new products from Haage and Partner and one new package from Eyclight are being added to their distribution list. The first package is called FontMachine 3. This is an animated colorfont package, used to create any type of color font by enhancing existing fonts with shadows, shades, and textures. It works in realtime and provides immediate feedback by showing the actual image of the color being created. It creates fonts in Amiga standard ColorFont format and is compatible with virtually any Amiga program. Other key features include support for Agfa Intellifont formats; 3D, Emboss, and Bevel effect; anti-aliasing;



Pyromania Classics
For the Amiga

The press releases and news announcements in New Products are from Amiga vendors and others. While Amazing Computing maintains the right to edit these articles, the statements, etc. made in these reports are those of the vendors and not Amazing Computing.



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<http://www.cucug.org/amiga.html> today!

and WYSIWYG display. FontMachine 3 runs on any Amiga with a harddrive and 2MB of memory, OS 2.04 or better. U.S. retail is \$75.00.

The second package is STFax Professional. This is a new commercial FAX program with advanced features Amiga users have been looking for. In addition to standard FAX features such as Class 1 and 2 support, phonebook, scheduler, report generation, FAX forward, and more, STFax Professional also includes advanced voice features, such as voice scripting, support as an answering machine, remote access, and Caller-ID. STFax Professional works with all Amigas and has a U.S. retail of only \$59.99.

X-DVE 3.0 is an all-in-one video effects generator used to easily create explosions, rotations, perspective, wind effects and more. Key features include 64 transition effects (page curl, melting, compression, sweep, twist, bounce); 3D effects including rotation, perspective, zoom, and warp, support for multi-line text, images, animations, picture

sequences and customizable starfields, support for virtual memory, frame-by-frame animation preview, and MUCH more. X-DVE is fully compatible with Cybergrafx and requires OS 2.04 or better, 4MB RAM and a harddrive. Retail is \$169.99.

Tornado 3D from Eyelight is a new rendering and animation software package. Current version is 1.5 and has numerous features real animators can appreciate: point and face spline modeling, automatic spline polygonization for Lathe, standard Extrude, extrude by path, replication and duplication tools, fractal subdivision of meshes, bevel tools, real-time color preview and operation. Tornado 3D requires an Amiga with 3.0 or higher, 68020 or better with FPU, 8MB RAM, 8MB RAM, 8MB free disk space, and a CD ROM drive. U.S. retail is \$249.00. Safe Harbor Computers, W226 N900 Eastmound Dr., Waukesha WI 53186, Info: 414-548-8120, Orders 800-544-6599, Fax: 414-548-8130, Tech Support: 414-548-8159.

Marlin Studios Releases Seamless Textures CD

Graphics studio and game developer Marlin Studios has announced that Safe Harbor Computers has recently added Marlin Studios' "Seamless Textures You Can REALLY Use" CD to the Safe Harbor product line.

The CD collection features over 250 seamless textures, most with matching bump maps, for use in a variety of computer graphics applications, such as 2D/3D art, computer games, web content development, multimedia, film industry CGI, and many other applications. The collection, created almost completely from original photography, includes hard-to-find, photorealistic real-world textures, such as peeling paint, rust, corrosion, and much more.

The "Seamless Textures You Can REALLY Use" collection is divided into 27 logical categories, making selection quick and efficient. Thumbnail images are included with each category, and each texture has an interesting name, such as "Chinese Cafe Blue," "Rusty Swirl," or "Dripping Orange Rust." While the CD includes many common categories like Bricks, Marbles and Woods, there are more exotic categories like Rusty Surfaces, Paint Surfaces and Wickers.

"I wanted to create my own dream collection, then share that with the world," said company President Tom Marlin. "Rather than dig out various textures that had been lying dormant on my hard drive for years, I wanted to start fresh and create a whole new set with a common relative size and quality."

Marlin's idea of a perfect collection was one with lots of hard-to-find seamless textures surrounded by the everyday textures that artists tend to use the most. "The result is an all-inclusive collection of textures and bumps that can be used by any artist, from beginner to guru," he said. "I've been creating graphic images for years, but the quality of my own art suddenly took an upward turn when I began using these textures."

The CD sells for \$99 plus S&H. It can be ordered by telephone at 1-800-544-6599 or from the Safe Harbor web site at: www.sharbor.com

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TLAS—New Site!

Turtle Lightning Amiga Software has announced its World Wide Web site has moved. With specialized graphics for easy surfing, text base search engine, and a new shopping cart feature, TLAS has offered the Amiga community a more streamlined approach to internet shopping. They have even instituted a price range feature that allows users to view only the products within their budget.

The new Turtle Lightning Software site is located at: <http://www.pantheonsys.com/tlas/>. Turtle Lightning Amiga Software, P.O. Box 30499, Midland, TX 79712

Siamese v4, PCI based Amiga.

Siamese Systems Ltd. is taking pre orders on their announced Siamese v4, PCI based Amiga still in development. The Siamese v4.0 is based around a complete AGA Amiga on a PCI card which can take a 33mhz 68040 or a 66mhz 68060.

In a release on March 4th, Siamese Systems claimed they wanted to:

1. Give Amiga owners the Ultimate and fastest Amiga ever, and one that is fully backward compatible.
2. To push the Amiga Alpha project into the next stage and give the Amiga the Alpha chip power.
3. To create the Ultimate Hybrid machine using Amiga / Macintosh / Windows operating systems in one box.
4. To give the PC access to the Macintosh software market and create a hybrid Macintosh / PC using this card.
5. To give the PC and Mac owners a new software base of the great and inexpensive Amiga software.

In order to properly gauge the market's response to their product, Siamese Systems has offered the V4 on the pre order basis with a discount. The system will sell for \$499US when complete, but users who deposit 100 pounds will save 75 pounds overall. They are trying to reach a target of 500 boards. If the target is not reached, they will not produce the product (and we must assume they will return the deposit).

Siamese Systems Limited, 9 Church Lane, Hockliffe, Beds, LU7 9NQ, Tel +44 1525 211327, Fax +44 1525 211328, <http://www.siamese.co.uk>, email steve@siamese.co.uk

ImageFX 3.0! Now Shipping

Nova Design, Inc., producers of ImageFX and Aladdin 4D package, have announced the version 3.0 upgrade to ImageFX is now shipping. ImageFX is a mainstay graphics application for Amiga owners and has been a part of Video Toaster/Flyer owner's toolkits for years. ImageFX combines painting, image file format conversion, image processing, and special effects for major graphics manipulation on the Amiga.

The interface still follows its paintbox style approach to allow child menus to remain open for quick access to frequently used functions, larger effects previews you can zoom in and out of and move around in, font sensitivity, multiple image windows including the ability to open multiple windows for the same image, real image layers that allow you to compose complex composited images and more.

**For more new products,
don't forget to check
the Amiga '98 report on
page 42 of this issue.**

Cross platform connectivity is available with ImageFX, from its Video Toaster/Flyer support, to its range of image file format support for all computer platform image formats. With this new release ImageFX improves its Flyer support and also now gains support for the Photoshop native file format so that layered images can be shared from Photoshop to ImageFX. ImageFX also now directly supports loading, and preserving, color-mapped (CMAP) image data for quick, accurate, conversion of these formats.

Optimizations are also included now for all processor types including the 68040 and 68060 chipsets.

The all-new Clouds module allows you to generate true fractal clouds that can animate their movement and evolve over time, via batch processing, from one form to another. The clouds can be layered to create three-dimensional effects and combine with custom, or supplied, palettes to create wild plasma designs as well.

Scatter is a new effect that can shatter an image into pieces as small as a single pixel and blast them apart in many different patterns. This can be used for artistic designs or for dramatic transitions.

Also new in ImageFX 3.0 is Splash. Splash uses ray tracing and bump mapping to create liquid simulations of rain, water ski surf, gelatinous wiggles and more. The effect can be batched to animate puddles of rainwater and create highly organic transitions.

A classic effect from other computer platforms, Pagecurler, has been added as well. This can add a cool curled page effect to the edge of an image or make letters appear to peel off of the page!

FXForge uses simple mathematical expressions that, when applied against each pixel in the image, can create hundreds upon hundreds of new effects. It uses a superset of the same technology used in Adobe Photoshop's Filter Factory plug-in and is completely compatible to formulas for effects created for that package. Due to the overwhelming popularity of these formulas, you can find hundreds, if not thousands, of them available on the Internet. Experienced users can create these as well to extend their toolkit of special effects on their own! Unique to ImageFX's FXForge is the ability to animate the parameters and access ImageFX's swap buffer for transitional effects as well!

The upgrade from the ImageFX 2.0 through 2.6 release is only \$79.95 plus shipping. (\$5 in the US, \$10 elsewhere) Versions of ImageFX prior to 2.0 can be upgraded for only \$124.95. You can order via 1-800-IMAGE-69 in the US and Canada or call (804) 282-1157 elsewhere. Orders can also be faxed to (804) 282-3768 or mailed to our address. Anyone purchasing ImageFX 2.6 after January 15th, 1998 can upgrade for free with proof of purchase. ImageFX is also available, new, through your local Amiga dealer or via mail order at a suggested retail price of \$349.95.

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Suite 204, Richmond VA 23230, Attn: 3.0
Upgrades, Web: www.novadesign.com

•AC•

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Amiga Inc.'s Jeff Schindler's remarks at Gateway Amiga '98

"I really want to speak from my heart, here."

Jeff Schindler delivered this speech before several hundred Amiga users crammed into the exhibit hall of the St. Louis Gateway Amiga 98 show late on Saturday March 14, 1998. Prior to Mr. Schindler, Petro Tyschtschenko had discussed some of the problems and concerns and successes of Amiga International (please see his speech separately) and Mitch Stone gave a presentation on the problems of a Microsoft world.

I really want to thank everyone that came here, especially Bob and Diana (Scharp) for putting this on. It's a wonderful event, and my first US show. As Petro mentioned, we went to the Cologne show in Germany, and that was a great experience. I also want to recognize Marilyn Flint and Darreck Lisle who are both Amiga Inc. employees, along with Joe Torre, all Amiga Inc. employees. And Petro coming all the way from Germany and always staying with the Amiga. One other person that I want to say something about, and I'll get in trouble for doing this, but I wouldn't

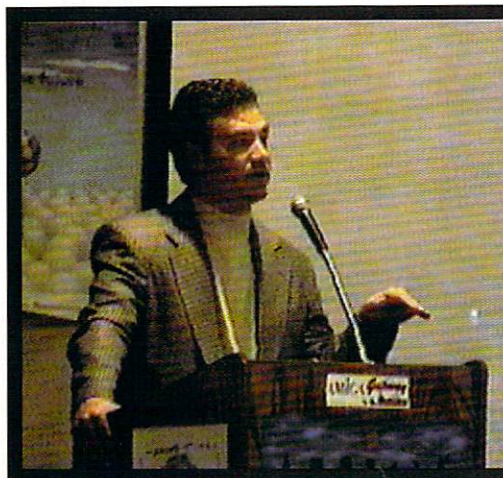
be the man who I am unless she was with me, and that's my wife Kim.

I had a presentation that I was putting together for this, and then I had a speech that I wrote for this. Then after spending the weekend with you guys, I decided I didn't want to do either one of those. I really want to speak from my heart, here. I'll be very honest with you and open. As much as I can share with you, I will, and I'm sure there's going to be a lot of questions afterwards.

I'll give you a little bit about my background. I'm very honored to be asked by Ted Wade to be here tonight in this spot. When I came to Gateway, I was in charge of the portable division at a competitor, and Ted asked me four years ago, "Well, you know, we could really use a lot of help on our portables." I said, "No, I don't want to work any more on portables." And he said, "so what do you want to do?" And I said, "I just want to look into the future." He said, "Okay," he's a cool guy, "do what you want." So, I spent some months in research and

came up with the concept of (some of you might be familiar with it), the Destination TV, the PC-TV. It's an interesting product. It was more of an attempt to get that market started, knowing that convergence market is coming. It's interesting to see that all the top competitors are now working on products very similar to that. So, we'll see where that goes.

I really believe because of the vision that Ted saw in me to come up with that so early in the market when Gateway wasn't recognized as an innovative company in the way of new types of technology, when he saw the Amiga opportunity, I think that was a good reason. In fact, in dealing with part of the Destination I saw this was launched and was happening, I sort of wanted to go on to that next stage. I was just telling one of my colleagues that night that I was sort of tired, and I really wanted to move onto the next stage. I was walking down the hall very late at night at work, and I ran into Ted Wade, and Ted said, "Come



"It's going to take time to launch this. What I'm telling you now is we're going down into the valley, and we're going to keep going into the valley before we can actually come back out of it. So, what I'd also like to tell you is that if you have to do other things, whatever you have to do to survive, never leave that piece in your heart that says Amiga."

on over here, Jeff." I just thought that he wanted to shoot the bull. We were talking, and he said, "Well, I want you to think of one thing." I thought, he's just pulling my leg, here, because I'm always thinking of all kinds of things. Rick Snyder, who was the president back then, came out and he was sort of smiling at me, and I thought these guys were just pulling my leg. So, I started to walk away, and they said, "No, come on back here, come on back here." He looked at me and he said, "I want you to think AMIGA." That was just after Gateway had acquired it. I said, "Seriously, really?" He said, "Yes. I want you to think about it, look into it a little bit, and write me an email and tell me what you think about Amiga."

Some of you might know my background, when I was in college I worked for a company, and through the years I actually worked for their headquarters. My job was back when the Commodores, Ataris, TI, Activision, and all those companies were out. It was a big retail chain, and they asked me to actually go to each of these stores, train them and teach them about how to merchandise. So my salary was actually being paid by Commodore back then. It was funny because in our house (I'm ashamed to tell you) we had Ataris and Commodores, and, well, we had them all. My conclusion was that the Vic 20 was the best thing.

I brought my Vic 20 home, and I spent I think about four hours writing my first microprogram, and I ran out of memory. I had to run back to the store, go to the back and grab one of those big modules with, like, megaram, or something K, or, I don't know what it was. It was this huge thing, and just about four hours of programming and I ran out. I don't know if that means that I'm a bad programmer, but I always said when I went back and finished up college that the Commodore was the best out of those machines, I always loved it. That was sort of my background.

One thing that I've realized since I've taken this job, more than anything, is that Amiga not only is this awesome technology that was really ahead of its time, but it is more than a technology, it's the people. The values, dedication, it's in your heart. I want to say that we're going through a lot of tough times, and it's very difficult for me to read the emails and listen to the phone calls, to find out about the companies that are going down with Amiga. It hurts. It hurts so bad, sometimes I tell my wife, "I don't even know if I want to do this any longer". I don't want to let these people down. But

the fact is, nothing good comes very quickly. We have to have patience. That's something I struggle with very much. I go into Gateway's management and I say, "I want to do this," and they say, "Do you think that's the best plan?" Well, maybe not, go back to the drawing board, let's hear another one. Since I've started, I've come up with at least twelve different business plans for the future of Amiga. These plans aren't 'what are we going to do six months from now'. These plans are 'what are we going to do through the year 2001, or 2002'.

It's very frustrating because I want to get everything going, and yes, we are working on an operating system upgrade. We've got a lot of things we can do in the interim but, until that future plan is solid, which I'm really excited about right now, actually. That's one of the good things that's happened is, because I've gone back to the drawing board so many times, now I've got a plan that has exceeded my expectations, and I'm really excited about it. One of the things, to address what Mitch was saying, that big competitor we know about may own the standards today, but they don't own the future.

I really believe what's coming is what I call the 'digitally connected global society'. What that means is, basically, because of the acceptance of the internet, because of the need for people in the future to be connected, it's going to be part of your daily life. It already is for you, but I'm talking about people who never wanted computers in their life. It's going to be part of education. It's going to be part of their daily chores. So, that's one of the big things that's going to drive us. The other thing is the digital revolution. Everything is going digital, digital media. Basically those two things, I believe, the need to be connected and the need to understand the digital stuff, and the entertainment value. The realism that digital brings, the ability (and you guys have shown it more than anybody) to take your imagination and digitally project it. I'm amazed when I see what NewTek has done, when you see a movie and they say, "Well, you know that whole scene had nothing to do with video. It's all digital graphics producing it." Just imagine what that's going to become in the future. I think those two things are going to drive a brand new market, and, guess what? The other guys don't own it yet.

I believe that they are trying to own it, but there's three fears, three basic fears that's stopping, well let's say in the US. They say that 40% of the households in the US have a PC, well, 60% don't. Why?

I believe there's three basic fears, and this goes for the rest of the world as well. The first fear is how much time is it going to take for me to figure out how to use this stupid thing, and then after I use it, is it really going to give me what I want? They're scared to buy a product that's got all these things on the screen and, it's like, I don't see anything in here that says how I can send an email, or things like that. I believe that there's a big fear there, that if we can accomplish that and make that easy, then that's one thing that will build bridges to this new market.

Another thing is the dollar investment. How much money do I really want to invest to buy a PC when I can use a notepad, buy this new thing when I can just watch my TV, get this new box when I can just use my telephone. I can read a magazine, and those things. I believe that when the prices continue to drop, and we're seeing the PC market drop, but because of this operating system that uses so many resources. How do they ever get to the point they're going to get to? It's going to be a real chore for them. I believe that Amiga's operating system has the efficiency to get to those products.

The other fear that people have is obsolescence. If I buy this today, next week some new thing is going to come out that I'm not going to be able to do when I just bought this thing yesterday. Or, the value of this is going to drop so much because there is a new CPU coming out or whatever. In my new plan, I believe we can actually overcome that. That's one thing that I really can't talk about, but there's a way to actually do that, and it's not going to be based on the typical architectures here today, but, it can be done.

We do need to talk about standards. Because this market is being seen by all these companies, you basically have every PC company, every consumer electronic company, telephones, cable companies, broadcast companies. You name it. They're all in this huge acquisition and partnering flurry because they don't know who the leader is going to be. Basically, one of the questions that keeps coming up is, do they want a standard for this new industry? Well, I believe they do want standards, but they do not want any one company to control them. I think that's one of the great things we can do. We can look at our competition and say, "what are they doing wrong and what can we do right?"

That's one of the reasons why I'm not going to stand up here and make promises about vaporware that we're going to come out with in two years. When we tell you what we're going to

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do, I really want to be honest and say it's coming, it's true, this is what's going to happen. The hard part about that is that it's going to take time to develop this. It's going to take time to launch this. What I'm telling you now is we're going down into the valley, and we're going to keep going into the valley before we can actually come back out of it. So, what I'd also like to tell you is that if you have to do other things, whatever you have to do to survive, never leave that piece in your heart that says Amiga.

Everyone wants to know about the upgrade probably.

We do have a small staff, we do have several people that we have under contract, and you probably heard an awful lot of rumors about us working with other companies to actually come up with the upgrade. That is true. We are working with several companies to actually take what's been produced out there, take the best pieces of that, try to integrate that, and also add some new value and come out with the release. Petro talked about the third quarter this year. We still don't know exactly when we're going to come out with that, but as we get closer, we will make announcements. I can tell you in general what the areas are that we're putting the highest

priority on right now. We're working the hardest on having full internet solutions. We'd like to make some enhancements to the user interface. We want to support more industry standards, as many as we can in this release.

The other thing that's very important, because we're a licensing and technology company, we're not planning in the near future coming out with a new box. We're looking for OEMs to do those hardware and those pieces that we'll be licensing the technology to. One of the things we really need to hear is from all you people through the users groups and through the ICOA, the Developers Groups, what you're developing, what you'd like to see. We want to support those things in the operating system.

Another thing we're going to do is have better documentation, especially for the developers. It's important that we oversee all of the new changes, but we want the Amiga communities to build and build and build. If someone wants to come up with a device that's a robot built on Amiga technology, I'd say go for it.

Basically, we're working on those things, and there are more. I do want to say that I don't want to just concentrate on what we call OS 3.5. I want to concentrate on what we call expanding

the operating system and go to new levels. Because 3.5 is just going to be a start and there will be more, we'll continue to add. So, don't think that when 3.5 comes out, 'oh, that's what all these guys were working on'. No, we're working on a lot more things. They're just not ready to be released at that point. Don't ever forget that the big plan, and I want to say this. I said it to my employees this week. I sat them down and I said, "You guys, have I been ignoring you a lot?" And they said yes. I said, "That's on purpose." And they asked why, and I said, "Because we need to figure out what the future is. And that doesn't mean we don't keep working on the current stuff, because that's what we need to do as well. But if we can cement our future, we can come back stronger than we ever have. That's what I've been working on." So, I want to tell you the same thing. I apologize right now that I've been ignoring you. That is true. I'm trying to work the future and get it approved and bring us into the future. The future's going to be a little time off, but if we get there, it'll be one major party.

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Boiler Plate Te

Create a special look for your next project that is so standard, it can work in a current industrial model or a futuristic movie.

By R. Shamms Mortier



Here's an exercise in bitmap texture creation that's both fun and useful in developing a texture for your 3D art. The target material is what I call "Boiler Plate", a look that simulates sheets of interleaved metal. You can use any painting application to create it, like the software that comes with your 24-bit display card, or any of

the more popular applications that have 24-bit or 256 color capacity (ImageFX, DPaint, Brilliance, etc.). 24-bit is advised because you have

more smoothing and airbrush gradient options, but 256 color artwork can suffice. For this reason, the step-by-step tutorial presented is generic, rather than product specific. Refer to your specific painting application's documentation for specific tool use.

Step 1: Create the basic metal surface

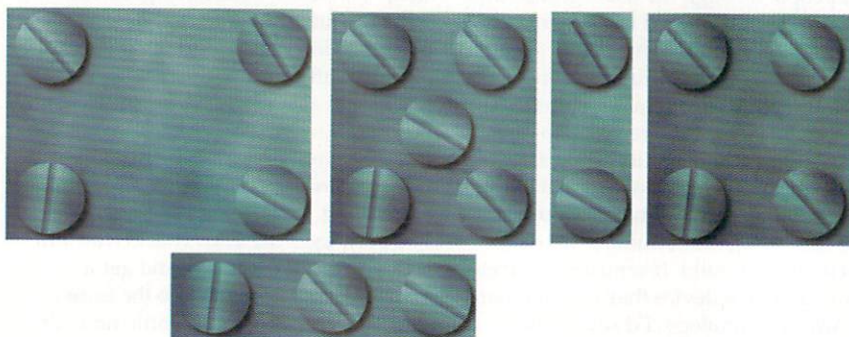
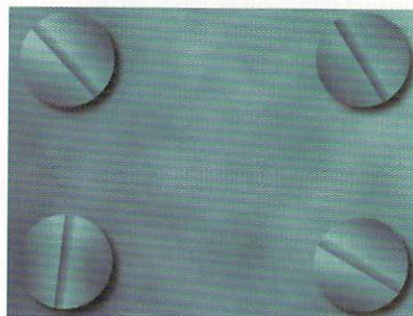
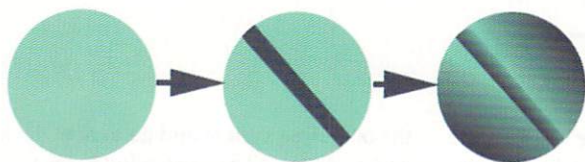
Before we take our metal shears and cut the Boiler Plate into sections, we need to create the overall surface. So create a screen sized image at 320 x 240 pixels, and make sure you are working in High Resolution with as many colors as possible (24-bit or 256 are both OK).

Depending upon the type of metal you want to simulate (which we can alter later) your palette options will be configured. I always start with a blue tinged metal, which later can be made to look like steel, aluminum, tin, or other similar options. So start by creating a gradient from dark gray-blue to lighter gray-blue, from the bottom left edge of the graphic to the top right. This will be our basic background at the start. See Figure 1.

Step 2: Fasteners

These can be created to look like rivets or screws. I like screws, because it makes the final graphic look funkier, and even more pieced together. Here's how to design the screw head.

1. On a new graphic, create a circle, and fill it with the lighter of the two blue-gray colors.
2. Create the slot so that it runs diagonally, and fill it with the darker color.
3. Now use gradient fills on all three segmented areas to give each dimension, which is created by the gradient acting as reflection and shadowing. See Figure 2.



From Top to Bottom:

Figure 1. The creation of a basic gradient rectangle starts the process.

Figure 2. Evolution of the screw head.

Figure 3. The screws are added to the plate, and the plate is scruffed up.

Figure 4. Various plates are configured.

xture

Figure 5 (Right). A series of variations on the theme.

Figure 6 (Lower Right). A scene with some of the Boiler Plate bitmaps applied.

Step 3. Attach the Fasteners

Now the trick is to copy and paste the fasteners in your own symmetrical arrangement on the initial surface. You can make them rather random if you want to create a more put-together look, or keep them lined up for a more mechanical approach. Don't make them too small, because this background will not be our final composition.

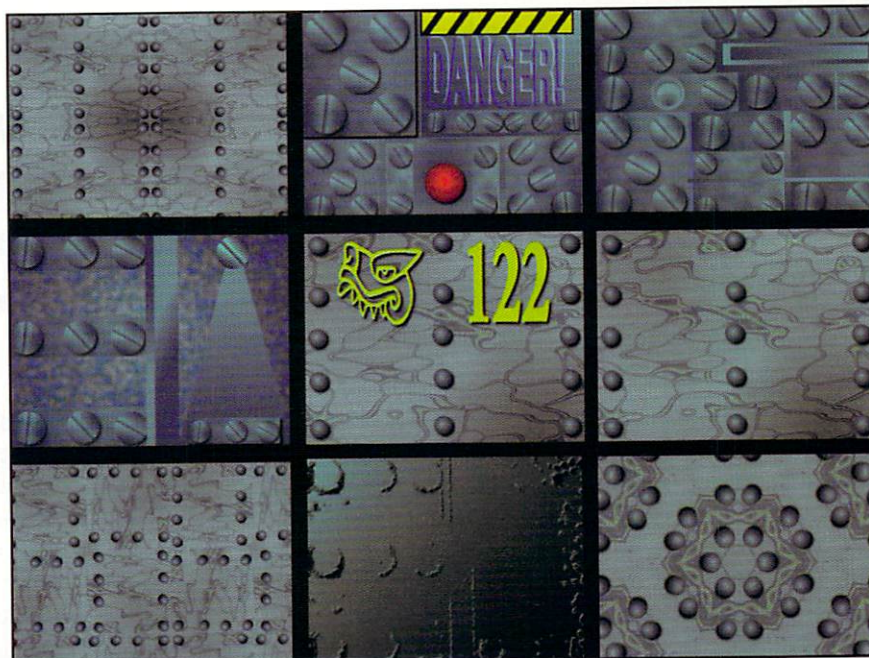
As you paste each one in place, rotate them a little so the slots are not so mechanically aligned. Dirty up the background surface by using either an airbrush, or any other method available in your paint software. Please see Figure 3.

Step 4. Create Variations

Now you will need to create four variations of this design, so you have some components that are sized differently. See Figure 4.

Step 5. Puzzling Endeavor

Here's where your puzzle making skills will come in handy. You should piece together a larger design, using all of the components you have created thus far. You will want to duplicate some of the components, and resize them as necessary. Add whatever other touches you like, such as numerical symbols or other elements. The final composition will be your own, but you can refer to Figure 5 as some possibilities.



Where you can apply your Boiler Plate Texture

Apply this texture anywhere you want to simulate a less than symmetrical metallic look. It definitely gives objects a rather pieced together appearance. Try it on objects that otherwise would look smoothed out and pristine, like spaceships or robots. Instead of having the appearance that they were manufactured in a 22nd century assembly facility, there will be

a suspicion that they might have been created in a cosmic garage with spare parts. I have said previously that I prefer worn looks to polished too-neat ones, so my preferences for using this type of texture may be a bit more ubiquitous than yours.

Take care, and ENJOY! See you in ROMulan space...

Vintage Treasures

To a computer artist and animator, a specific piece of software, though years old and seemingly "outdated", may serve as the perfect tool in the generation of a superlative picture or movie.

R. Shamms Mortier

As many of *Amazing's* readers are no doubt aware, there is a wealth of available software still in use by many Amiga artists and animators that has been discontinued by the original vendor. We continue to run tutorials featuring

DPaint and Brilliance/TrueBrilliance, two of the more famous applications in this category, but there are many more packages that still offer tremendous creative options, even though we'll probably never see further upgrades or revisions.

The truth is, except for a few developers (Nova Design, SoftWood, Soft Logik, Visual Inspirations, and ASIMWare being the most exemplary and notable), Amiga software has reached an upgrade impasse. Even if Amiga Inc. does rise to the challenge, and places new Amiga configurations on the market, many of the most famous and useful Amiga software applications of the past will probably never be transfigured to a new edition. Many of you, however (and we can tell this from your letters) still use and profit from the Amiga software you have purchased through the years.

There is a tendency in computer art and animation to skip over what software can do in favor of what we'd like it to do in the future. This is really an American 20th century *bad* habit, that of lusting after more and more features in a product instead of utilizing it as it is for creative work.

To an artist, a favorite paintbrush, though worn and frayed, may still serve as the essential tool in crafting a masterpiece. To a computer artist and animator, a specific piece of software, though years old and seemingly "outdated", may serve as the perfect tool in the generation of a superlative picture or movie.

To be sure, software developers are able to survive by being responsive to their users' needs, and by upgrading their software as a result. When the developer

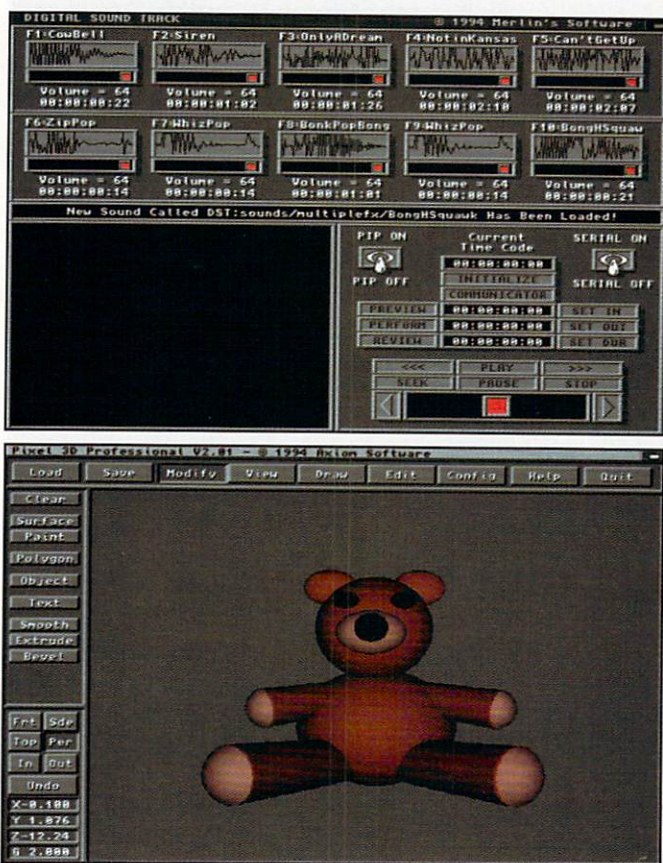


Figure 1 (Top). Visual Inspirations Digital Sound Track is still marketed by the developer, and you will find it advertised in various Amiga mail order venues. It is one of the best sound utilities around, even allowing you to play a mix of sounds directly from the Amiga keyboard.

Figure 2 (Above). Pixel 3D Professional can still be ordered from Amiga mail order distributors, and remains an essential part of any Amiga-centered video studio. Use it to translate 3D object files from one format to another.

Figure 3. (Right) You may have to search around to get a copy of JEK ProFills texture generator, but when you need seamless 16 color hi-res backdrops for Toaster and other work, it remains a very useful application.

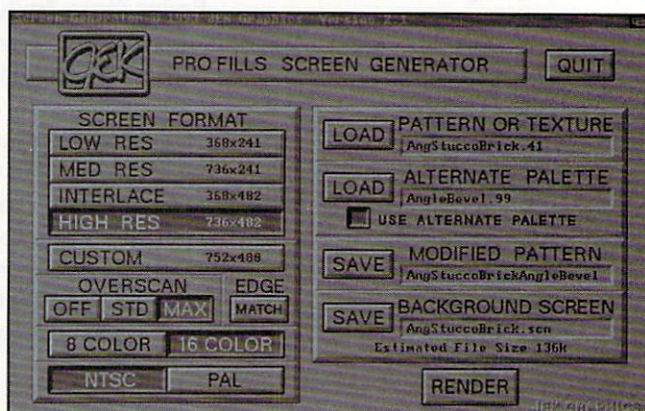


Figure 4. FantaVision is still available, though you may have to search diligently to find it. It's well worth the effort, providing one of the first vector animation applications on any platform, though it's limited to 16 color hires.



does this, it makes common sense to look at what's new, and to support the upgrade. But Amiga users are in a different position with many of the packages they use everyday. They know very well that either the developer of that software has gone out of business long ago, or the developer has switched over to another platform. You might be surprised to know that most of the top graphics and animation wares on Macs and PCs owe their success to developers who learned and perfected their skills on the Amiga (including 3D Studio, Ray Dream Studio, TrueSpace, Painter, Photoshop, and many more).

In our society, we have a problem with "old", whether it be elderly persons or older tools. We cross define "old" with "useless", which is very unfortunate, and plainly wrong-headed.

When it comes to tools, I can recall my grandfather's toolbox, which he left to me when he passed on. It was an old wooden box he built himself, filled with tools that were fifty years old when I received them. They were well cared for, even though some of them were used at the turn of the century, when he followed his trade as a Chicago Blacksmith. Before the term was even invented, he "repurposed" them for other tasks as the years went by, including carpentry and plumbing.

Here in Vermont, "repurposing" is a way of life, since nobody has the money to even dream of keeping up with the Joneses or anyone else. Old Chevy's sit as "parts cars" in the back yard, and the ubiquitous Zucchini's from last year's garden are repurposed as pies, marmalade, and pickled treats. Nothing is wasted.

So, getting back to Amiga software, there is no reason to think that

You can still purchase older Amiga software (and in many cases, hardware too) from mail-order houses and other vendors. Just peruse the ads in *Amazing Computing/Amiga*, or type in "Amiga" in your Web Search Engine, and start poking around.

Our purpose for writing this article is to get some feedback from you. Would you like some tutorials on how to best use older Amiga software.

To an artist, a favorite paintbrush, though worn and frayed, may still serve as the essential tool in crafting a masterpiece.

because the developer of that software is no longer around to bring its features up to the present level of expectations that it is useless. On the contrary, as we have said so many times in our DPaint and Brilliance articles, Amiga software has many features still not found in high-end and pricey Mac or PC applications. This is not to say that learning about (and using) Macs and PCs in conjunction with your Amiga is sinful. On the contrary, the more you know the better the opportunities for creative work becomes. But in doing cross-platform work, you need not relegate your Amiga software of the past to the dusty corner of a shelf.

Software that just might be one of your continuing favorites in your Amiga interactions? If so, let us know what that software is.

Would you like to see a few pieces on the uses of OpalVision, Clarissa, Image Mirror, FantaVision, or any of the hundred or so other vintage Amiga applications out there? When we get some idea of what you would like (and perhaps a brief description of how you presently use that software in your Amiga work), we will commence a series of articles that spotlights that application.

Either write to me in care of *Amazing Computing*, or send me an e-mail note at rshamms@together.net.

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Aladdin 4D: Save the Pixels! Beginning Tutorial

The basics of rendering your creations to disk with a few options to make your output more flexible..

by Dave Matthews

Thanks to Nova Design, the Amiga community is once again graced with Aladdin 4D, one of the most creative and interesting 3D packages around. Aladdin 4D, now at version 5, has an abundance of features, and sports an all new interface.

While Aladdin 4D is one of the most flexible 3D programs available, with a wealth of options and abilities, like all 3D programs, it can present a steep learning curve, especially for those new to 3D programs. While whole books could be written on the subject of modeling, lighting, and such, in this more modest article, I will cover the basic process of rendering to disk.

Aladdin has always supported a wide variety of display devices, including native Amiga OCS/ECS/AGA modes, as well as third party display boards like OpalVision, and now CyberGraphX support. This allows almost any video board, including phase5's CyberVision and Village Tronic's PicassoIV, to be used to good effect. Setting up Aladdin to produce the desired image size and quality can be a little confusing however, particularly if you want to save an image with a resolution that does not match any of the available screenmodes.

The Procedure

Step 1: Select Render Screen under the Render Menu item. Select a screen mode compatible with your particular Amiga. Now, notice the Width: and Height: boxes. These two boxes are the key. They control the size of the image rendered, whether to screen or disk.

Normally, these boxes contain the standard size for whichever screenmode you selected. However, if you want to render to a different size, you can enter your desired values by typing the values in the boxes. There are a couple of caveats here.

First, you can only enter values up to 9999 x 9999 pixels. This should suffice for most jobs!

Secondly, the greater the width and height, the more RAM you will need, over and above the RAM needed for the scene you are rendering.

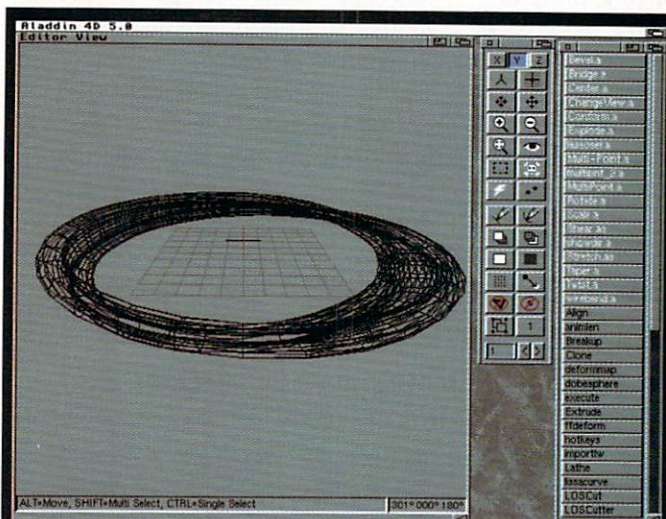


Figure 1: From a finished model...

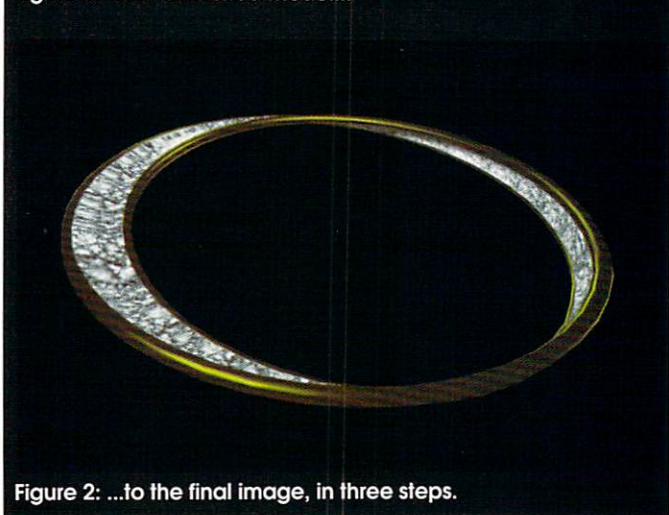


Figure 2: ...to the final image, in three steps.

Finally, if you intend to save as a 24-bit IFF file, you should be careful to select a horizontal value that is a multiple of 16. Aladdin will not let you save a 24-bit IFF unless it is a multiple of 16. See Figure 3 for the Render Screen Requester.

Step 2: Once you have the desired image size selected, you can decide whether to display a preview as the image is rendered, or just render straight to disk. Select Render Settings under the Render Menu. Click on the display tab. Click on the Display: cycle gadget until the desired display mode appears. If you only want to render to disk, select "None (Render to disk)." For now, ignore the custom Width and Height gadgets...Aladdin seems to ignore these, at least on this version.

You can also select the aspect ratio here. This is the ratio between the size of the horizontal pixels to their vertical size. Some of the Amiga modes (like 640x200) have rectangular shaped pixels, while most graphics cards, and modern IBM and Mac cards use square pixels. If you've ever created a drawing on one computer, and transferred it to another, you may have noticed sometimes a circle that appeared round may become slightly stretched or squashed. You can change this value to compensate for that. For native mode Amiga screens, the Aladdin manual recommends a value of 0.868. You may need to experiment with your particular display hardware to find a value that works for you. For images intended to be printed, use a value of 1.0. See Figure 4 for the Aladdin Render Settings.

Step 3: Select Render from the Render Menu. In the Render Frame Requester, select the frame you wish to render, and set the Save As: cycle gadget to the desired format; IFF ILBM, 24-bit ILBM, or Framestore. See Figure 5 for the Render Requester.

Important note 1: Remember if you want to have your render saved to disk, you must decide so in advance, and select render to disk. If you forget to do this, and just render to the screen, there is no way to save the resultant picture, short of using a screen grab program. As rendering is a fairly time consuming process, it would be quite frustrating to have a picture that took hours (Days? Weeks?) to render gleaming tantalizingly on the screen, with no way to save it.

Important Note 2: Also note that if you disable the render preview by selecting "Display: None (Save to disk)" in the Render Prefs under Display Tab, make sure you do select an image type to save using the Save As: gadget when you render, or you will have to wait until the render is finished or reboot, and start the render over, as there appears to be no way to interrupt a render in progress when the display is set to None (Render to disk).

Well, that's it for this article. As always, you can write to me via Amazing or via email: dm05438@navix.net

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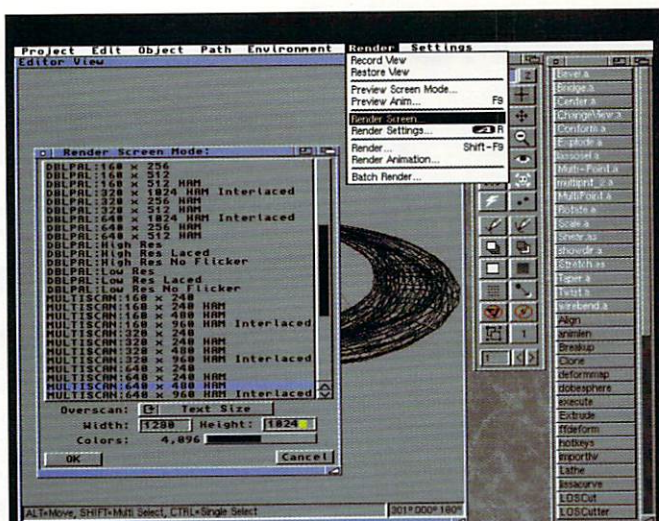


Figure 3: Aladdin 4D Render Screen Requester

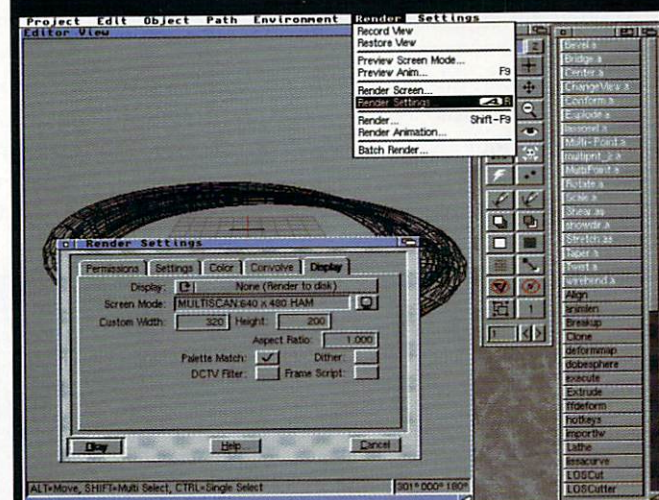


Figure 4: Aladdin 4D Render Settings



Figure 5: Aladdin 4D Render Requester

How To Create Perspective From A Flat Illustration



or Changing the point of view to get your message through.

by Nick Cook

Scattered throughout the Image Club catalog's stock photos and typefaces displays are desktop publishing tips. Since Image Club is owned by Adobe, it's not surprising that these strategies are geared toward their programs such as "Photoshop." Luckily, Amiga owners still can benefit from these tips. In this case, we'll substitute DrawStudio for Photoshop.

This technique creates perspective from a flat vector graphic. What's so hard about that, you might ask. Simply

darker as well. This effect uses DrawStudio's gradient and color tools.

STEP ONE: Create a gradation for the background. Select the rectangle tool and draw a large square. Click on the Pointer tool. Select **Object>Attributes** with the menu item or the left Amiga L keyboard shortcut. Click on the Gradient button in the Fill Colour section, then on the Edit button. When the Gradient List appears, click on New. A new gradient will be created based on the previously

White, in the Gradient Colours list. The Speed gadget sets the rate of the transition between colors in the spread. Select either accelerating or decelerating setting, depending on your taste. Finally, use the arrow icon or Angle gadget to set the gradient angle to around 255 degrees. Click OK on the three requesters to apply the colors to the rectangle.

STEP THREE: Import your vector graphic. Pick the Effect/Warp menu item. When the Warp requester

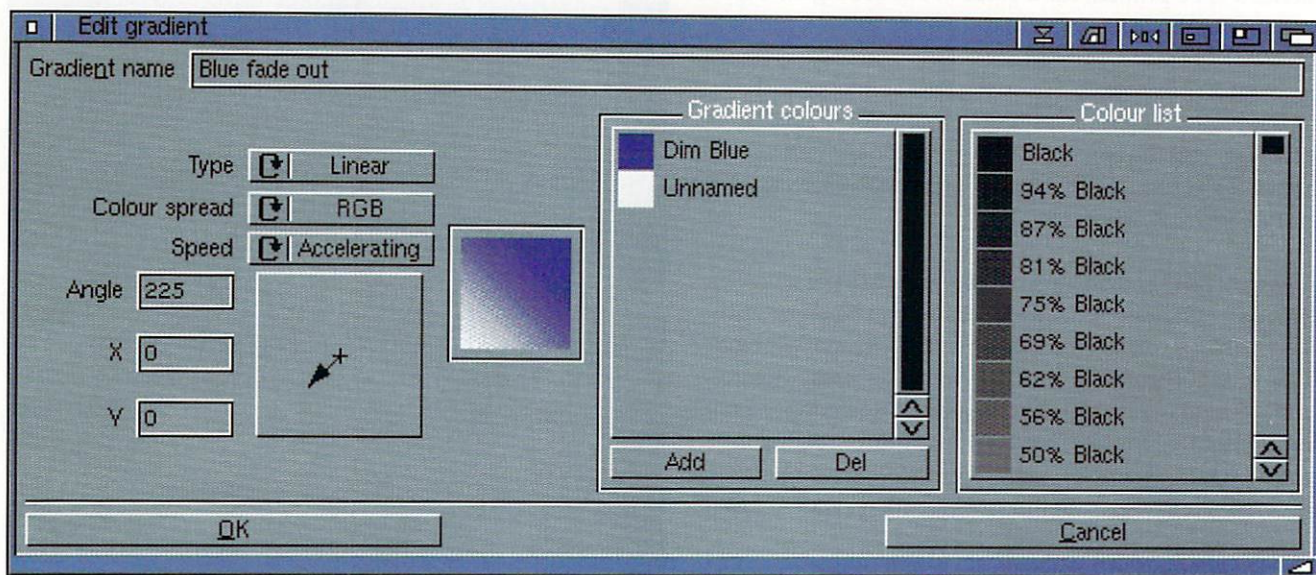


Figure 1: Most of the action happens in DrawStudio's Edit Gradient panel.

adjust the graphic with the Slant controls in PageStream 3 or the Perspective warps in DrawStudio.

That's true, but this tip adds an extra wrinkle. Along with the perspective made by the program, we are going to play with the light. Not only will the vector graphic recede into the background, it will appear to grow

selected gradient. Click on Edit to get to the Edit Gradient requester (Figure 1).

STEP TWO: The Gradient Name field will be active, so enter a new name; for example, "Blue Fade Out". Set the Type gadget to Linear. Use the Colour List, Add and Delete buttons to end up with two colors, Light Blue and

appears, select Perspective Vertical and set the Amount to -45 (Figure 2, middle).

STEP FOUR: After the Warp effect, go back to the Effect menu. This time, rotate the graphic to the left 45 degrees (Figure 2, bottom). Stack the graphic on top of the gradient (Figure 3).

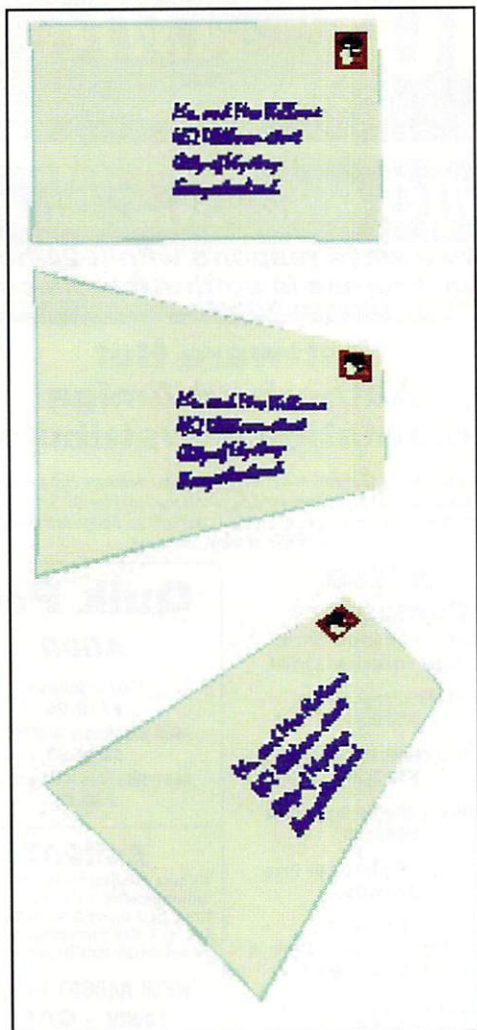


Figure 2 (Above): Fold, spindle and mutilate. Or in this case, warp and rotate.

STEP FIVE: Click on the Pointer tool and activate the gradation. Use the Edit>Clone menu item to duplicate it. We're going to modify the copy slightly by creating, believe it or not, an invisible color.

STEP SIX: Go to the Object Attributes panel. Select Colour in the Fill Colour section, then click on the Edit button. When the Colour List appears, highlight White then click New. A new entry, called "New White", will be added. Click on Edit. We only need to make one change in the Edit Colour panel. Drag the Opacity slider all the way down to zero. You may want to rename this color as "Invisible White". Click OK twice to get back to the Object Attributes panel. Now select Gradient, then Edit. "Blue Fade Out" should be highlighted on the list. Pick Edit to get to the Edit Gradient requester.

STEP SEVEN: Change the name of the gradient to "Invisible Blue Fade Out". Replace White in the Colour List with the Invisible White you just made. You also may want to set the gradient to "decelerating". That will increase the amount of "invisible white" used in the gradient, and decrease the amount of blue. Apply the new gradient to the copy you made in Step Five.

STEP EIGHT: Stack the copy gradient on top of your graphic and the original gradient.

And there goes your letter, flying off into darkness. And I'll let you insert your own post office joke here.

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Figure 3: The background gradient is "accelerating". In other words, it is showing more blue shades than white shades.

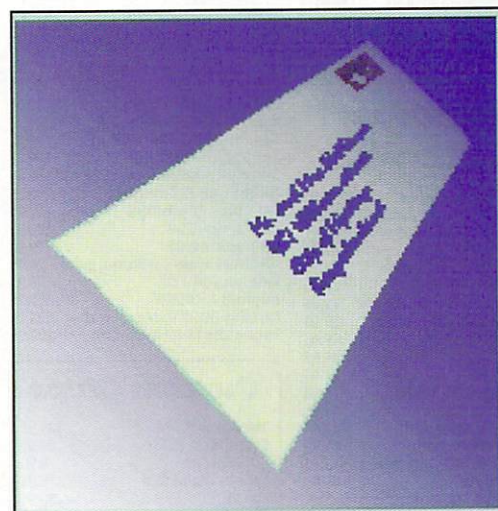


Figure 4 (Right): The gradient on top of the vector graphic is the reverse of the one in Figure 3. This one is "decelerating", showing more of the "invisible white color" than blue.



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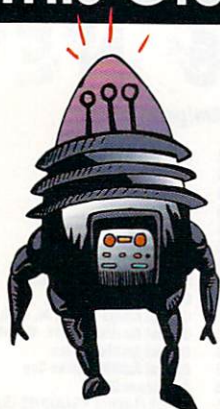
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DANGER, DANGER, A partioned hard drive will allow you flexibility and diversity, but caution is strongly advised.

by Dave Matthews

In the course of writing this series, I have installed many programs, many of which hack into the system in an attempt to add features or jazz up the look of the Amiga's OS. While most are well written, and work well with the Amiga, some programs can cause unforeseen problems such as weird conflicts with other programs. A good example of this is DefIcons from the NewIcons system, which conflicts with the Siamese v2 Amiga/PC networking package.

One of the problems I faced was maintaining a stable system to use, in the midst of testing new and possibly problematic programs. Often I need to

test two similar programs, which would not or were not intended to work together, such as DirOpus Magellan, MBench and Scalos, which all offer Workbench replacements.

While it is possible to manually install and uninstall programs when you need to, I found this inconvenient and messy. It would be nice, I decided, simply to have several Amigas, each with a different setup. Sadly, I cannot afford a herd of Amigas, so another solution was required. Luckily, the Amiga can boot from a number of devices, including multiple partitions of a hard drive.

A hard drive partition is an area of the hard drive prepared for use so the system can access it. Partitions can be as big as the entire hard drive, or you may want several smaller partitions.

Partitioning a hard drive correctly offers a number of benefits. You can install your programs on one partition, and save all your data on another. This cuts down on disk fragmentation and speeds up program loading.

For my purposes, I wanted several partitions, one with a stock install of the Amiga OS, so I always have a stable and 'clean' OS to use, and one or two for installing and testing new programs.

Don't forget your toolbox!

The Amiga has a program called HDTtoolbox, located in your sys/tools drawer. This is a very powerful and scary program, so...

*** WARNING ***

This article is meant for fairly advanced users. You should have a fair grasp of all things Amiga before attempting this. Be very careful when using HDTtoolbox!!! If you make a mistake, or change the wrong settings, you could not only lose everything on your hard drive, you could actually disable it entirely to the point where only a skilled technician could bring it back.

If you don't feel confident with technical details of this nature, you may want to have a knowledgeable friend or dealer handle this for you. Neither I nor

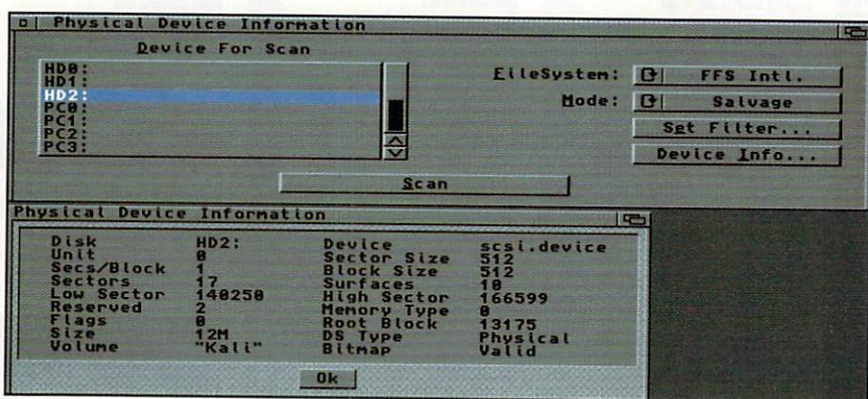


Figure 1: Dave Haynie's Disk Salv.

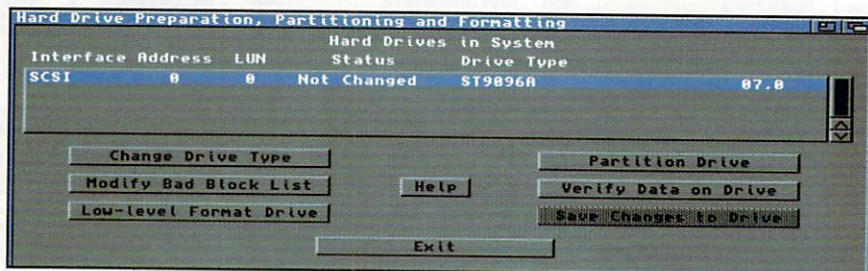


Figure 2: The HDTtoolbox opening screen.

Amazing Computing can take any responsibility for any damage caused by attempting to follow these instructions. One last note, I'm using WB3.0 for this article, earlier or later releases may be slightly different, but the basic operation should be the same.

Still want to go on? O.K.!

Step 1: Protect your Data!

Back up your hard drive! Partitioning your hard drive will erase everything. Pay special attention to data, system or program settings, anything that would be hard to replace. If you don't have a commercial disk backup program like Diavolo, there are several good backup programs on Aminet in the disk/backup directory. Abackup.lha is a good one. And in fact, Amiga OS 2.04 and up supply a serviceable backup program called HDBackup, look for this in your tools drawer.

Step 2: Marshal your forces

If you don't already have it, download Dave Haynie's Disk Salv from Aminet, DiskSalv11_32.lha in the disk/salv directory, or buy it from your favorite Amiga dealer. (See Figure 1) Disk Salv can help with a number of disk problems, and every Amiga owner should have this.

Use the Make Boot program to make a floppy rescue disk, in case something goes wrong. You should also make a copy of your Workbench disk, and should also have a few other files on hand (you may need several floppies). LHA, (and maybe LZX if you use that), your favorite text editor, Ed will work (it's in your C: drawer). You may also want to include any necessary drivers and software, such as SCSI, Accelerator, CDROM drivers you may need to access and any special files you may require.

All this may sound like a lot of work, but it's a good idea to have it all even if you don't plan on partitioning your drive. A good emergency kit can save you a big headache.

Finally, gather your Amiga OS disks. Make sure you have all the disks, including the Install disk which

should have come either with your Amiga or your hard drive.

Step 3: A look inside HDToolbox

Take a look at Figure 2. The box on top shows what kind of drive(s) you have. If you have a 1200 or 4000, don't be alarmed if your IDE drive interface is listed as SCSI. This was done for compatibility with older software. There are three gadgets on the left side- **LEAVE THEM ALONE!!!** They are way beyond the scope of this article, and you should not touch them unless you know what you are doing. The "low level format" (which is NOT the same as the regular format disk menu item in Workbench!) in particular can be bad for IDE drives, and can render some IDE drives useless. Most newer drives will simply ignore this, but don't take a chance.

The button we're most concerned with now is the partition drive button on the right side. Click on it. Now you should see the actual partitioning window (See Figure 3). The long horizontal bar is a visual representation of your hard drive. Depending on you're configuration, you may have one or more sections in the bar. Each section is a partition. The information directly below shows the size of the partition. You can click on each partition to make it active (it turns black). Then you can use the slider (blue arrow) below to resize it. You can



Figure 3: The heart of partitioning a drive.

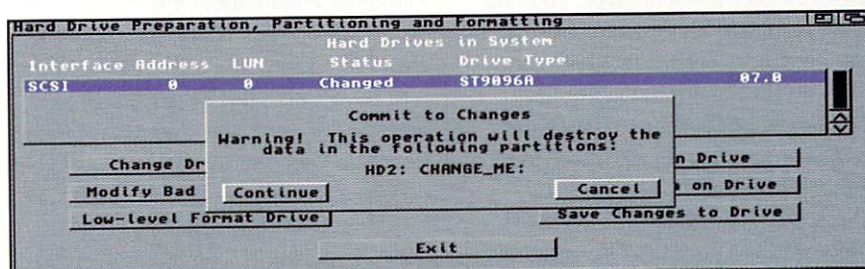


Figure 4: This is your last chance to bail!

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also use the gadgets below to Delete a partition, make a new partition, change back to the default setup, or get help.

Below that you can see more information. Notice the Advanced options box is checked. This is required if you are going to make additional boot partitions, but we'll leave most of the options at their default.

The Partition Device Name box allows you to enter a name for your partition. Usually this will be something like HD0 (under OS 2.04 it might be DH0,) HD1, HD2, etc. There is another box labeled bootable. If you

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want to boot your Amiga from that partition, this needs to be selected. If it is selected, you can enter the boot priority in the gadget below it. This will normally be 1 for the main boot drive, the one you wish to use under normal circumstances. Other partitions should be set to 0. The Amiga will boot from the highest priority drive (1) unless you use the boot menu (more on this later) to select a different drive to boot from.

We're going in!

Now to the fun part. Let's say you have one big partition, and want to have four, one main boot partition, and program partition, one data partition, and another secondary boot partition for testing all the weird stuff I've covered in This Old Workbench.

Boot from your Workbench Install disk, then run the HDToolbox program. Select Partition Drive. To make room for the three new partitions, first you need to resize the original one. Click on the partition, then drag the blue arrow left to the size you want. This is our main boot partition. Make sure the bootable box is checked. Check the Advanced Options, and make sure the Boot Priority is set to 1.

Click on the create button, and then click on the empty space to the

right of the partition you just resized. Again use the blue arrow to resize it to the size you want. Enter a name for the new partition in the Partition Device Name gadget. You should follow your original partition's naming scheme. If it was HD0, then the next partition should be HD1. Since this will be our program partition we will leave the Bootable box unchecked.

Two more to go! Repeat the process, click on New Partition, click on the empty space to the right of the last partition, resize it, and give it a name. This will be the data partition.

Finally, let's make the secondary boot partition. Click on new, and click on the empty space to the right. Since this is the last partition, you won't need to resize it. Give it a name, and click on the bootable box. Make sure the Advanced Options box is checked, and enter a 0 (zero) in the Boot Priority gadget, if it isn't already 0.

Click on each partition, and make sure the settings are O.K. You want the first partition to be bootable, with a boot priority of 1, the second and third not to be bootable, and the fourth to be bootable with a boot priority of 0.

If you make a mistake or decide not to go through with it, click on cancel and exit. You should be safe, with no damage done. If you're happy

with the changes, click on OK, and then Save Changes to Disk. A warning message will pop up (See Figure 4). Clicking on Cancel is your last chance to bail. Click on Continue, and the changes you made will be saved to the HD. Click on exit, and HDToolbox will inform you that you must reboot. Make sure your Amiga Install disk is in your floppy drive and click on OK.

After rebooting (if all went well) you will need to reformat all the partitions. Click on the partition (which will most likely have a funny looking name) and select Format Disk under the Icons menu. Next you will need to reinstall or restore from backup the Amiga OS and all your programs and data.

Finally, in order to boot from the secondary boot partition, you will need to use the Amiga's Boot Menu. To access this, hold down both mouse buttons while booting. Click on the Boot Options button, and select the partition or drive you wish to boot from the Select Boot Drive box on the left. You can also use the Control Active Devices box at the right to disable any drives or partitions. If you disable a drive, the Amiga won't even see it when you boot. This may be useful when testing unknown programs for possible viruses, to prevent any chance of contagion to your other partitions.

Last Rites

If something bad happens, you can use the Default Button in the HDToolbox partition window to get reasonable values for your hard drive partitions again. One last warning—some programs invite exploration and fiddling. HDToolbox is not one of those. Don't change anything unless you know what you are doing. The actions I've detailed in this article should be safe and effective (I've done this procedure dozens of times without mishap), but if you are careless or too curious, you could end up with a useless hard drive.

As always, you can contact me via Amazing Computing or by email: dm05438@navix.net

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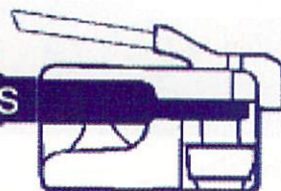
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JavaScript 101: Starting this month, we'll look at some of the basics of JavaScript; what it can do, and how to use it.

If you saw last month's On Line, you know the Amiga finally has a Web browser that supports JavaScript. Now that we can use this language, let's start learning it.

As I said last month, JavaScript (originally called LiveScript) was developed by Netscape as an easy way to add dynamic elements to the static pages created by standard HTML. Unlike other methods of accomplishing this such as Perl, C, or C++, JavaScript was built into the browser, reducing processor overhead on the server systems. This makes it a client-side, as opposed to a server-side, application.

JavaScript is known as an object-oriented language, much like C. If you were to describe a real-world object like a boat in JavaScript terms, the line of code would look like this:

```
var myboat = new Boat();
```

This line would create a variable called "myboat", and store the current value of the object "Boat" there. When you want to refer to this value later, the variable name is used, since the object value could change in the meantime.

Objects have properties associated with them, for instance a boat could be powered by sail or an engine. The

engine could be an outboard or an inboard, and the boat could have a color. With JavaScript, the property of an object follows the object, separated by a period. So if you wanted to paint your boat, thereby changing the color property, you would write:

```
myboat.color = "red";
```

Because JavaScript is integrated into the browser, it understands browser windows, HTML tags, and virtually everything about the browser. One of the most useful functions built into JavaScript is the ability to "print" directly to the page being displayed by the browser. This is done with a function that follows the form:

```
document.write("Stuff to be displayed.");
```

Everything that is between the double quotes will be sent to the browser window. You can also send HTML tags this way, to format the output. Use the "+" character to string together items being output like this:

```
document.write("Stuff to be displayed." + "");
```

This line inserts the HTML tag to create a new paragraph after the sentence. Because the tag is inside quotation marks JavaScript sends it to the current browser window. Because the brackets designate an HTML tag, the browser inserts a carriage return, and prepares to start a new line. Now that we know a little about JavaScript, let's put it to use.

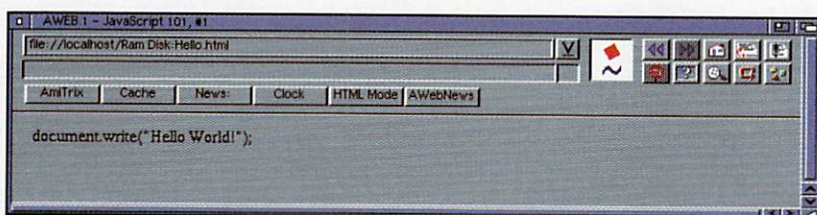


Figure 1: Not exactly what we had in mind.

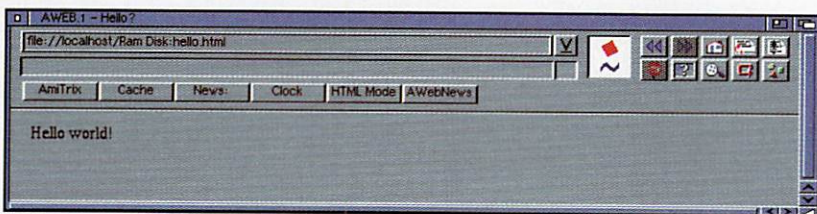


Figure 2: That's more like it!

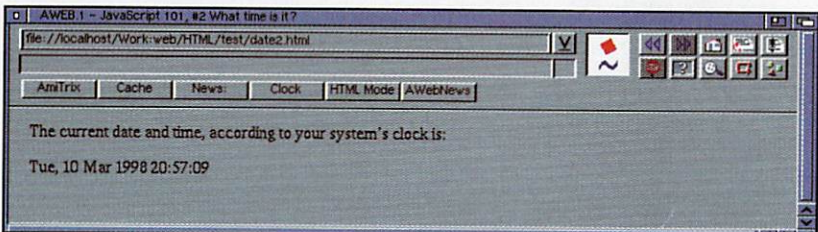


Figure 3: Now your web pages can know the time...

Hello World

The traditional first program is one that announces your presence to the world at large. You could just substitute "Hello World" for the "Stuff to be displayed" and put it into the HTML for a web page, but you'd be disappointed (Figure 1).

Before you can just insert JavaScript lines into the HTML code for your page, you have to alert the browser that it is there. This is done with a special tag, the `<SCRIPT>` tag. You start the JavaScript section of your page by inserting this line:

```
<SCRIPT LANGUAGE =  
"JavaScript">
```

Because there are other languages that can be used for a script, be sure to specify JavaScript. At the end of your script section, use the close script tag:

```
</SCRIPT>
```

Now the result is what we expected (Figure 2), but there is something wrong with doing the script this way. Not everyone uses a graphical browser (ok, most do, but some people use text-based browsers, such as Lynx). These people would see our script displayed as if it were regular text. To hide our scripts from these types of browsers, we need to add a couple of comment lines. Immediately following the line:

```
<SCRIPT LANGUAGE =  
"JavaScript">
```

and before any script lines, add this:

```
<!--
```

and just before the close script tag (`</SCRIPT>`), add:

```
// -->
```

Everything between these two lines will be ignored as comments by any browser that doesn't recognize the `<SCRIPT>` tag. Note that it is important that these two lines are on lines by themselves, otherwise the commenting will not work properly. Our little script is now complete (Listing 1). Notice that it is a complete and functional (if plain) web page.

What time is it?

Now let's try something with a little more real-world usefulness. One of the built-in JavaScript objects is the `Date()` object. This object offers many different capabilities, but for now we will start simple. Take the bare-bones web page in listing 1 and after the opening comment line:

```
<!--
```

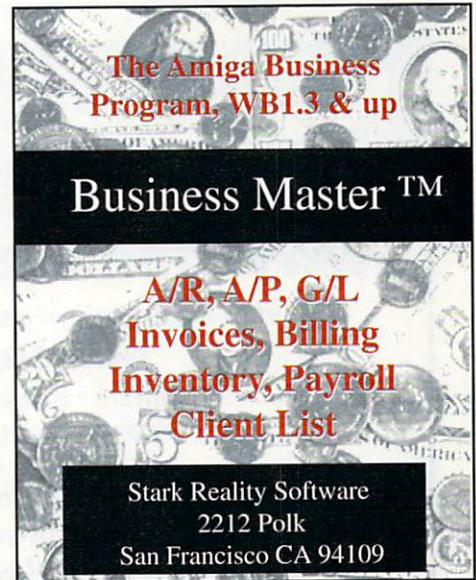
add this one:

```
var date = new Date();
```

Remember that this creates a variable called "date" with new information from the `Date()` object. Now change the `document.write` line to print out some different information:

```
document.write("The current  
date and time, according to your  
system's clock is: " + " " + date +  
"");
```

This outputs our text, starts a new paragraph, prints the contents of the date variable, and another new



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paragraph. The result is shown in Figure 3.

Of course, if a non-JavaScript browser comes by, nothing will show except a blank page. So, after the close script line, add this:

Without JavaScript, this line is all you would see!

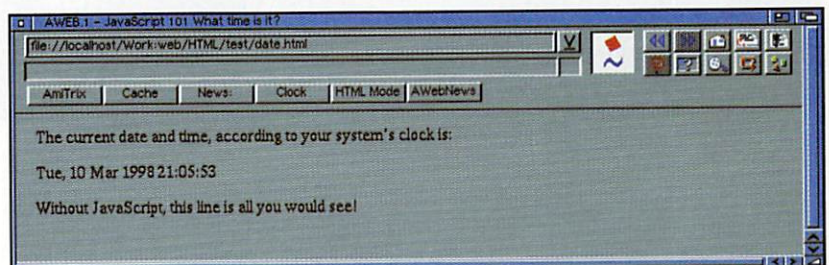


Figure 4: do a little bragging...

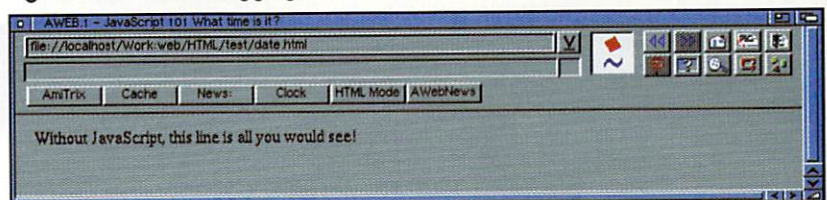


Figure 5: and still be polite to those less fortunate.

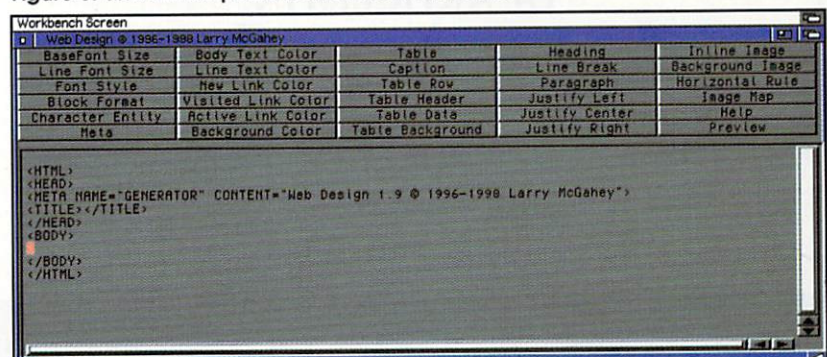


Figure 6: The latest version of Web Design from Larry McGahey does it all!

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Figure 4 is the new result.

However, load the page into a non-JavaScript browser, or turn JavaScript off in AWeb, and at least have something showing on the page (Figure 5). Listing 2 shows this completed script.

That's all for now. In coming months, I'll show you some more neat things that can be done with very little effort in JavaScript. In the meantime, these examples will be posted on my web site if you would like to see them in action, or just want to avoid typing. Follow the JS101 link from my Amiga page.

Web Design

Last month I said that Larry McGahey was the first to add JavaScript support to an Amiga HTML authoring program. Like standard HTML, the only tool you need to write JavaScript is a text editor. But just like any tool, a little power can really be a big help.

Web Design opens a large main window with rows of buttons across the top (Figure 6). These control most basic HTML functions such as colors, background images, etc. Some more advanced functions, such as imagemaps are also listed here. Menus give access to the complete HTML bag of tricks.

Most aspects of a web page can be inserted with a simple mouse-click. More complex operations can bring up a series of requestors for you to supply specific information.

The JavaScript menu currently has three pre-written scripts you can insert into your page. Knowing Larry's habit of continuous updates, expect this section to grow rapidly.

h American r Groups! chase A1200s group prices!

Web Design is shareware, with a \$25US fee requested. The program is not crippled in any way, and the most recent version can always be found at:
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If you run an Amiga specific BBS, send me the information callers will need to access your system. Phone number(s), modem speeds, software settings, etc. As a service to the Amiga community I will include the information I receive in this column from time to time.

If you come across any World Wide Web sites you feel would be of interest to the Amiga community, pass them along for inclusion in the HotList of the Month. Send the info to any of my addresses above.

That's all for now. See you on line!

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Listing One

```
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<TITLE>JavaScript 101, #1</TITLE>
</HEAD>
```

```
<SCRIPT LANGUAGE = "JavaScript">
<!--
document.write("Hello World!");
// -->
</SCRIPT>
```

Listing Two

```
<HEAD>
<TITLE>JavaScript 101 What time is it?</TITLE>
</HEAD>
```

```
<SCRIPT LANGUAGE = "JavaScript">
<!--
var date = new Date();
document.write("The current date and time, according to your system's
clock is: " + ""+date + "" );
// -->
</SCRIPT>
```

Without JavaScript, this line is all you would see!

TurboPrint Professional 6.01

TurboPrint Professional 6.01 supports a wide range of printers, features and options to help you control the printer of your choice.

By William Near

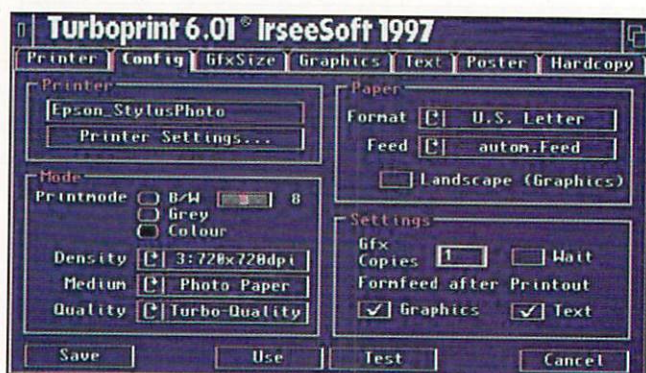


Figure 1: This is TurboPrint's Config screen. This area is used to set the general preferences for your printouts.

Driving Miss Daisy(wheel)

Due to Workbench's limited support of printers, Amiga users who want professional looking results from their printers, as well as support for almost all modern printers, are forced to look to third-party software developers. IrseeSoft of Germany is one of the two main contenders in the Amiga commercial printer driver market. Their TurboPrint Professional 6.01 package has support for a wide range of printers, as well as a plethora of features and options to help you control the printer of your choice.

The TurboPrint package consists of three main programs: TurboPrefs, TurboSpool, and GraphicsPublisher. A separate utility for DeskJet printers is also included. This utility allows you to clean and align the print heads on Hewlett Packard DeskJet printers. Surprisingly, there are no other included utilities for Canon or Epson printers. I would like to see a single utility that would perform the same functions as the DeskJet utility does for all popular inkjet printers. I have been told by IrseeSoft that an Epson utility will be included in the next release of TurboPrint, but that still leaves Canon users out in the cold, for now.

Getting Started

Installing Turbo Print (TP) is a breeze, due to the use of the standard Commodore Installer program. A list of available printer drivers is displayed and you simply choose your printer, or the nearest matching one, then TP takes care of the rest of the install with minimal user input. Once the install is complete, it's time to start up the TP GUI for tweaking the driver(s).

TP's GUI is similar to the MUI click-tab approach, with the GUI split up into seven main sections: Printer, Config, GfxSize, Graphics, Text, Poster, and Hardcopy. Please note that not all options of the TP GUI will show up for every printer available. Some options are printer-specific, and I am only addressing those present for the Epson Stylus Photo printer. The few features that won't be mentioned in this review are mainly directed toward dot matrix printers. Here's a breakdown of the seven main sections of the TP GUI:

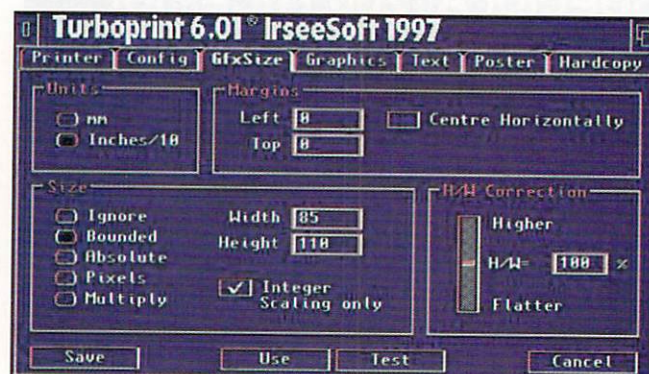


Figure 2: The page size and margins are set in the GfxSize area, as well as the image's aspect ratio.

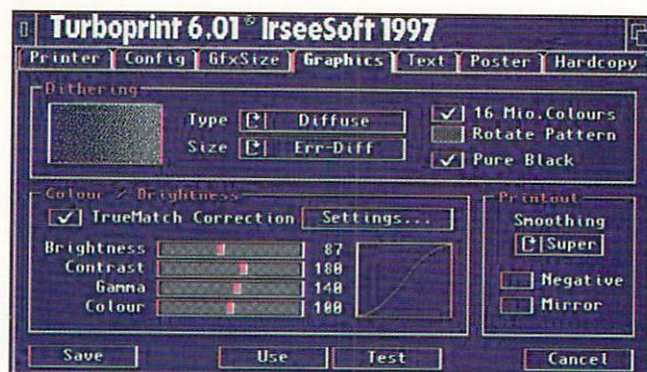


Figure 3: The Graphics area is the most complex of the TurboPrint GUI. Most of the settings for an image's printout are made from here.



Figure 4: Clicking on the Settings button in the Graphics area will pull up this screen. Further adjustments to the printed image are made here.



Figure 5: The Text area allows basic control over textual printouts.

Printer

From this area of the GUI you can add or delete printers from the list of printers in use. There is also an area for selecting the port the printer is hooked to (parallel, serial, device, or Turbo-Par.) The device option can be used to enter the device name of an optional high-speed parallel/serial board, such as the ioExtender or MultiFaceCard. The Turbo-Par option is one supplied by TP for communicating directly with the Amiga's internal parallel port at the highest possible speed. Finally, there is a print-to-file option for outputting the print data to a user-defined device and filename.

Config

This area allows you to setup the basic functions of the selected printer. The printer's text and graphics print direction (uni/bi) can be set from here, if available, as well as the top margin (the number of lines to be left blank at the top of the page — used for laser printers.)

There are print mode settings for black & white, greyscale, and color printing. The black & white option has a further setting for threshold adjustment (with a range from 1 to 15.) The print density, paper medium (plain, 360 dpi, 720 dpi, photo, glossy film, and transparency), and print quality (normal or Turbo-Quality) are also selected from this area.

The Turbo-Quality setting attempts to give the best results possible for your particular printer, which incurs a speed penalty. Other options available from the Config area are: paper format and feed type, landscape printing, number of copies, wait (used to pause the printer until the next sheet of paper is manually fed in), and form feed after printout.

GfxSize

The GfxSize area allows you to set the page dimensions, margins, and scaling method for the graphic to be printed. From this area, you can also set the aspect ratio of the graphic via a slider.

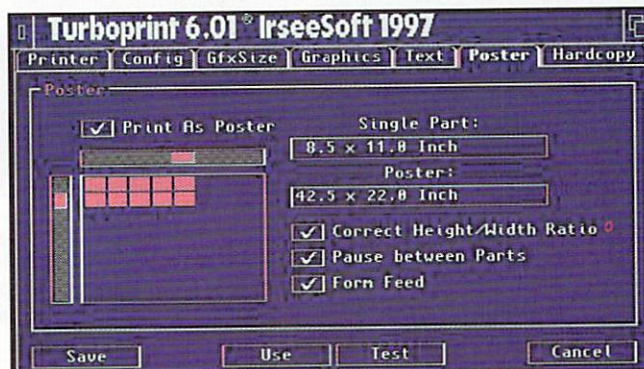


Figure 6: Here is where the Poster settings are controlled for multipart printouts.

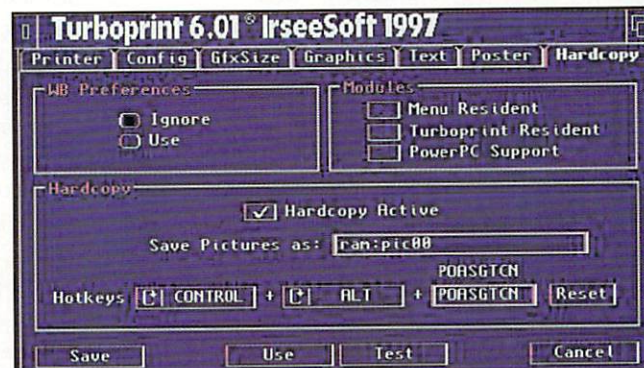


Figure 7: PowerPC support and hard copies are set up from here.

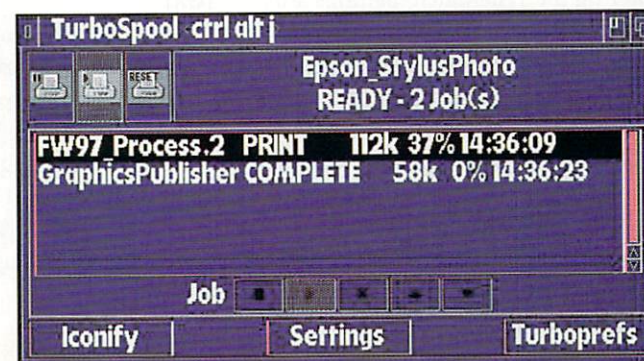


Figure 8: TurboPrint's TurboSpool program in action.

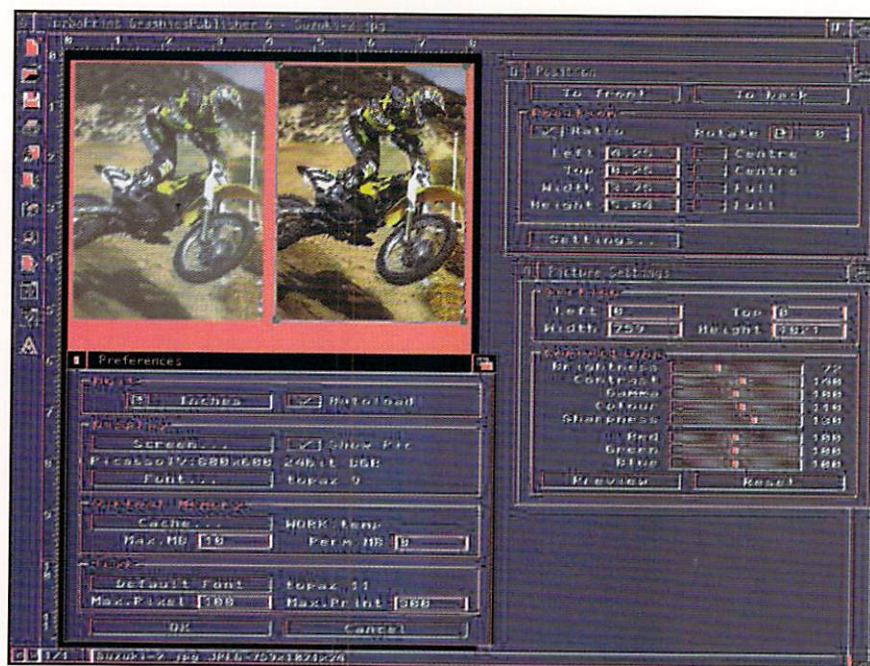


Figure 9: Here is the all-powerful GraphicsPublisher program. The image on the left is straight from the scanner, while the one on the right has been PhotoOptimized by TurboPrint. Also shown are the Graphics Position, Picture Settings, and GraphicsPublisher Preferences palettes.

Graphics

This is by far the most complex settings area of the TP program. There are multiple settings areas for: dithering method (diffuse, ordered, dot, and line) and size, smoothing, pure black, rotation of a pattern, mirroring the image (useful when printing on thermal transfer paper for placing graphics on a T-shirt or other material), negative, TrueMatch color correction, individual color settings, and separations.

TP incorporates a method of matching the printer's output to the image on the screen — the method is called TrueMatch color correction. By entering the TrueMatch/Settings area of the GUI, you can then select your specific printer from a list of available models. By selecting the Auto checkbox, TP will automatically set the UCR (Under Cover Removal) value. Of course, you can override this automatic setting with one of your own. Those of you familiar with the printing business will already have a good grasp of the concept behind UCR values — those of you not familiar with the term will be better off leaving

this setting in the Auto mode and let TP take care of it for you.

TP also has sliders for setting the brightness, contrast, gamma, and color of the graphic to be printed, as well as sliders for individually controlling the amount of yellow, magenta, cyan, and black that will appear in the printout.

One final area of this section of the TP GUI is the color to greyscale conversion settings. You can tell TP to adjust the greyscale printout of a color image according to an average of the colors present in the picture, or according to the overall brightness of the picture.

Text

The usual settings for print margins, paper length, print quality (draft/letter), line spacing and pitch are contained in the Text settings area. An area for selecting the printer's internal default font type, size and color is also provided, as long as your particular printer supports these types of settings.

Poster

The poster option of TP is a very nice addition. From here you can set up a multipart poster with little effort. TP will automatically split any printed image up into multiple parts so that you can assemble them into the finished product. With my Epson Stylus Photo printer, I can make a poster up to 68 by 88 inches!

Hardcopy

The hardcopy option allows you to perform a screen dump to the printer by way of a user-defined hotkey combination. Another nice touch has been added to TP's hardcopy function — the ability to cut out a portion of the active screen and dump it to the printer in an enlarged state. This area of the GUI also has a checkbox to enable TP's built-in PowerPC support for CPU-intensive tasks, e.g., color correction and dithering of images. It's nice to see that IrseeSoft has jumped on the PowerPC bandwagon too.

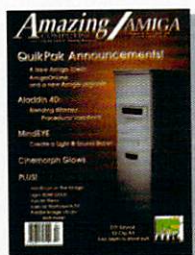
TurboSpool

TP comes with its own print spooler. For those of you who don't already know, a print spooler is a piece of software that acts as a buffer between the application generating the print output and the printer itself. A spooler sits in the background and waits for an application, or other program, to send commands to the printer. The spooler software gathers up all of the print commands as fast as the source program can generate them, then the spooler sends the print job to the printer for output.

TurboSpool allows multiple print jobs to be queued up for printing in the order they were received, or you can manually rearrange the print jobs once they are in the queue. The amount of RAM to use for each print job can also be defined — when the maximum allowable RAM has been used by a print job, TurboSpool writes the rest of the job to a user-defined area of the hard drive.

TurboSpool is an invaluable tool when used with programs such as Final Writer and PageStream. The

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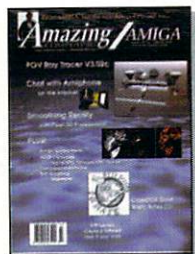
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program allows your applications to generate the print job as quickly as they can, in turn enabling you to get back to work in that application as soon as the print job is completely generated — no more waiting for the printer to keep up with the application. For anyone who has ever printed a large document from Final Writer or PageStream, TurboSpool will prove its worth on the first job.

GraphicsPublisher

The GraphicsPublisher (GP) utility included in the TP package is a very powerful tool. With this program you can manipulate and print virtually any graphics format.

With GP you can place any number of graphics on the page, add text to them, create multi-page documents and even posters. Even if your system doesn't support the resolution or bit depth of the graphic you wish to print, GP will still allow you to output the graphic to your printer in excellent quality by reading the print data directly from the graphic file on your hard drive. This feature enables even non-AGA or graphic board users to get high-quality output from their printers.

GP allows the user to: open multiple graphics on one page, set the page size, set the graphics' attributes (size, position, scale, aspect ratio, and rotation), correction (brightness, contrast, gamma, color, sharpness, red, green, and blue), insert and position text, and the usual editing commands (cut, copy, paste, and delete) are included too.

One of the slickest features of GP is its PhotoOptimize feature. PhotoOptimize adjusts the brightness, contrast, color, and sharpness of the current image. TP determines the lightest and darkest areas of the current image and then adjusts the gamma, saturation and sharpness of the image for the best printing results. I have found this feature to be invaluable when printing images that have been made with my flatbed scanner. Dull images from the scanner jump to life when PhotoOptimized. This option saves time by making the best adjust-

ments for you before printing the image — of course, you can always override the PhotoOptimize settings whenever you wish.

Minor Glitches

I have experienced a few problems with TP. When printing from Final Writer 97, my Epson Stylus Photo printer will eject the last page of the print job, but the printer's light will continue flashing until I manually eject a blank sheet of paper. Printing from ImageFX 2.6 also acts the same as when printing from Final Writer 97.

When printing from ProCalc 2 in any resolution greater than 180x180 dpi, TP doesn't seem to know where the page break should be when printing in Graphic Dump mode. Whatever line happens to be at the bottom of the page will be printed half on that page and half on the next page.

Setting the port name in TurboPrefs to my ioExtender's port name (gvpar.device) causes TurboSpool to refuse to send the print job(s) to the printer.

Using the preset TrueMatch UCR value for my Epson Stylus Photo printer does not result in the best quality printouts for images. I have spent hours trying to tweak the settings so that what I see on the screen is what I get from my printer. Even though IrseeSoft has updated the driver for my printer, I still don't think

that the settings are right. Maybe a better approach would be to have settings not only for specific printers, but also for specific monitors — after all, no two monitors will display the same image in the exact same way. Having a system in place to compensate for the various monitors on the market would go a long way in eliminating the need to tweak the settings for yourself — this can be a frustrating ordeal, indeed. Of course, once you have the printer's output matched with the screen's output, you're good to go.

The Verdict Is In

TurboPrint Professional 6.01 is a well-thought-out piece of software. It has many useful features and supports a wide range of printers. With only a few minor glitches, TurboPrint is a fine package that deserves your consideration if you want to get the most out of your printer.

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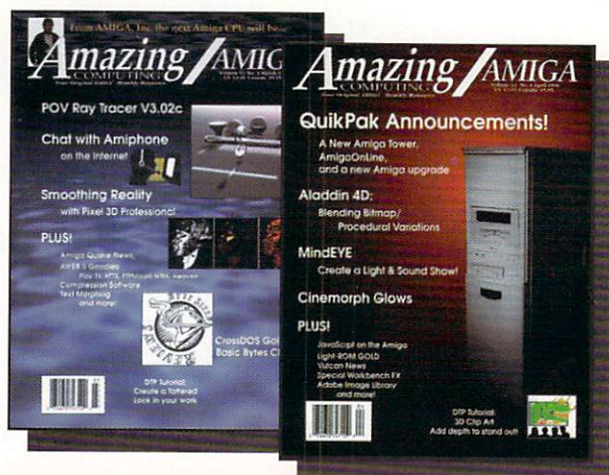
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CrossDOS 7.049.00
 The classic PC to Amiga utility
 has just been improved. It
 now supports Windows95 long
 file names.

CD ROM DRIVES & TITLES

Goldstar 24X IDE	80.00
Toshiba SCSI-II 12X Int.	149.00
External	189.00
Toshiba SCSI-II 32X Int.	179.00
External	229.00

Amiga Developer Vol 1.1 ..	18.00
Amiga Repair Kit	39.00
Aminet Set 5	35.00
Aminet Vol. 22	18.00
Aminet Vol. 23	19.00
ASIM CD FS 3.9	40.00
Corp Video Backgrounds ..	89.99
Dinosaurs CD	125.00
Geek Gadgets Ver. 2	18.00
Imagine PD CD	19.00
Kara Collection	55.99
Light ROM Vol 5	39.00
Light ROM Gold	24.00
Master ISO CD V 2	79.99
Master ISO/ASIM CD FS	
Bundle	125.99
Octamed Sound Studio VI ..	35.00
Personal Paint 7.1	59.00
Personal Suite	39.00
Plaid Companion	29.00



Finally, **CATALYZER**
 video
 tutorials for
 ImageFX with Catalyzer!
Volume 2 features compositing, alpha
 channel, blue screen and video
 techniques. Floppy disk included.
Volume 1 reveals the secrets of
 IMP, AutoFX, and lightning.
CALL FOR PRICING!
PanCanvas: Motion control
 plug-in for ImageFX

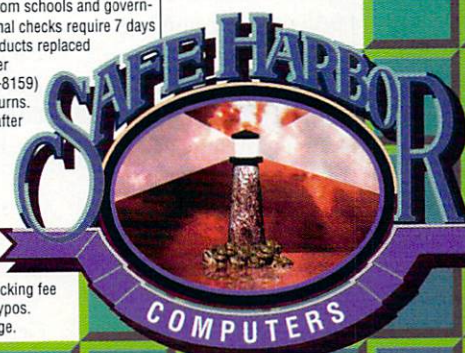
Download demo at www.sharbor.com

Micro R. & D.

GP FAX Generic	47.99
Mouse, WIZ 560 dpi	29.00
Power Supply 500	89.99
Power Supply 2000	139.00

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 to clear • Defective products replaced
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 Returns not accepted after
 15 days. Returned
 products must be in
 original packaging,
 postage prepaid.
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 returnable. Shipping
 charges not
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 subject to a 15% restocking fee
 • Not responsible for typos.
 Prices subject to change.



W226 N900 EASTMOUND DR., WAUKESHA, WI 53186

Amiga '98

The Gateway Amiga Computer Show

or
What do you do with over
1000 crazed Amiga fans
for three days?



A crowd gathered at the close of each day's exhibitions to see who won some of the

The Gateway Computer Show- Amiga 98 (March 13-15) in St. Louis once again was a central meeting place for Amiga users in North America and beyond. Over 1000 Amiga users from California, New Orleans, Denver, Canada, and New England met with each other and vendors (as well as Amiga journalists) from North America and beyond.

This year was the first time the event was not sponsored by the Gateway Computer User Group, but by Amigan-St. Louis, a company formed and run by Bob and Diana Scharp (who had directed the user group's effort for years). The Scharp's touch was obvious in the way the show has grown since last year. Bob even appeared on KTRS 550 AM Radio, in the St. Louis area on Saturday. He was a guest on Jim Singler's, radio computer show and discussed the Amiga as well as the show.

Seminars and Classes

The classes started a day early (on Friday) and ran through the event. There was an outstanding list of classes, seminars, and demonstrations this year. Jim Cooper of SAS on programming, Advanced AReXX by Casey Halverson, Writing Toaster plug-ins by Bill Evans of Prowave, Developing CD applications by Richard Giannini of Asimware, and a host of other Amiga notables were on hand to offer the experience to a wide range of users. Joe Torre of Amiga Inc. led a discussion on Amiga Compatible Hardware and Petro Tyschtschenko of Amiga International discussed Amiga

licensing. While some classes required payment, many were free.

NewTek, Nova Design, Asimware and others took advantage of the opportunity to demonstrate their new products. Asimware and Nova Design each used full demonstrations to familiarize the audience with how their programs worked.

Events

On Friday evening, Amiga Inc. hosted an event for all the attendees and exhibitors in the exhibition hall. This was a great time to meet with people even as vendors were putting their displays together. Amiga-St. Louis had a Blues Brothers group on hand to entertain, but the highlight went to the National Capital Amiga User Group of Washington, DC who presented Boing shoes (see the cover) to Amiga Inc.'s Boing expert, Joe Torre (Amiga Inc.'s Senior Hardware Engineer). Joe has become adamant on what constitutes an official boing ball and the members of the NCAUG decided to create the ultimate shoe. The shoes actually said boing each time Joe's foot hit the floor.

On Saturday evening, there was a banquet presented by Amiga '98. Unfortunately, the event was over sold and some people were required to eat in the hallways.

After dinner, Jim Singler was MC for speeches by Petro Tyschtschenko, Managing Director of Amiga International, Mitch Stone who operates an anti Microsoft web site, and Jeff Schindler, General Manager of Amiga Inc. For a

transcript of Jeff Schindler's speech, please see page 13 of this issue.

Door Prizes

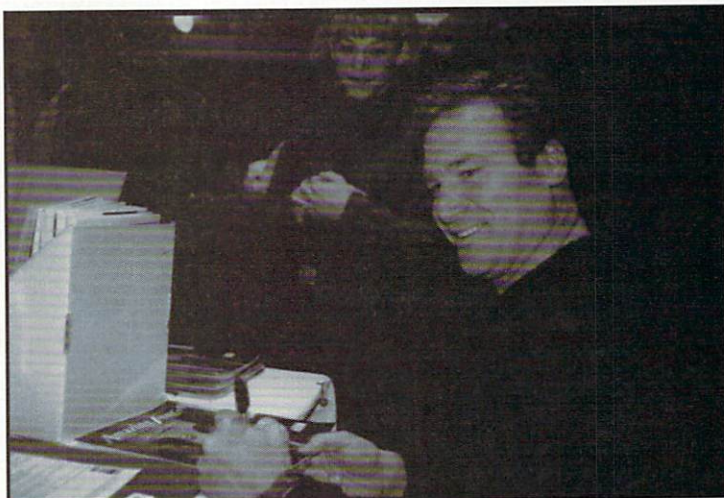
The amount of door prizes at this event increases every year. At the close of the show Saturday and again on



Sunday, it took an hour to give away that day's prizes. NewTek provided a Video Toaster Board with software and Amiga International Inc. gave away an Amiga 4000T. Almost every vendor at the show had a prize in the drawings. The result was a lot of happy Amigans.



por prizes, including an A4000 Tower!



Jeff Schindler with his wife, Kim, at the Amazing Computing table.

Amiga User Groups

There was an outstanding collection of Amiga user groups either exhibiting at the show or in attendance. AmiCON of Columbus, Amiga Atlanta Inc.,

Users Group (NCAUG) from Ohio, and the St. Louis Computer User all had tables and sold software, hardware, T-shirts, hats, and more. Visiting Amiga user groups included John F. Zacharias from the Sacramento Amiga Computer Club as well as a returning group who drove in from Denver to represent the Rocky Mountain Amiga Users.

Eric and Ron Schwartz who normally represent the Dayton Amiga Users were on hand to show off Eric's latest designs. They represented their shop, E.S. Production/Weingarten Gallery, P.O. Box 292684 Kettering, OH 45429-0684. They are on the web at: <http://www.coax.net/people/erics/> and you can email Eric at: email: erics@coax.net.

Chris Holt of Digital Quill Graphics represented NAK (New Orleans Amiga Klub) and provided some new designs of Amiga Inc. merchandise with the "Powered by Amiga" logo on hats, ties, and more.

Media system based on the Amiga Chip Set and OS.

Features include: Motorola 68060 at 50-66-75Mhz, PowerPC circuitry on the motherboard, 4 x 72 pin SIMM sockets, floppy disk drive interface, dual IDE hard disk interface, 2MB CHIP RAM on board, Flash ROM 2MB, 32 bit wide, CD-ROM audio input connector and mixer, printer port, serial port, 235Watt power supply and much more. Their first model is the "Neila Phase-498 which comes with an 060 running at 66Mhz, 2GB harddrive, 16MB RAM, 24X CD-ROM, 56K internal modem, internet software, & ClickBoom Game bundle all for \$1495.

Anti Gravity Products, 1649 16th St, Santa Monica CA 90404, Orders: 800-7-GRAVITY, Tel: 310-399-8785, Fax" 310-399-8262

AEMail

AEMail is an Internet Mail User Agent (Client) which can be used to send and retrieve mail over the internet. It connects to the internet to retrieve mail from a POP3 Server and sends mail through a SMTP server. AEMail does require TCP/IP stack such as AmiTCP, TermiteTCP, or Miami or any stack that is compatible with AmiTCP. Any version of AmigaDOS 2.1 can use it and it requires no additional programs other than the standard equipped Amiga. Features include: built in POP3 and SMTP protocols, supports both MIME and UU-Encoded attachments, extensive ARexx support, printer support, full clipboard support, and much more.



Amiga Inc.'s Joe Torre with the specially commissioned shoes awarded to him by the National Capital Amiga User Group of Washington, DC.

Amiga.Org (the on-line directory), CUCUG (Champaign-Urbana Computer Users Group & Amiga Web Directory, NAK (New Orleans Amiga Klub), Gateway Amiga Club, Inc., NCAUG (National Capital Amiga User Group) out of Washington, , North Coast Amiga

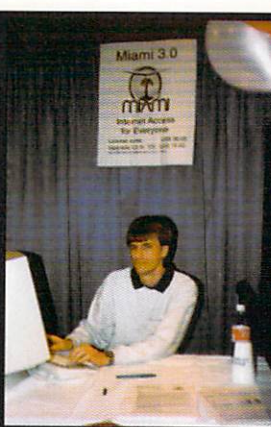
Exhibitors

Anti Gravity Products

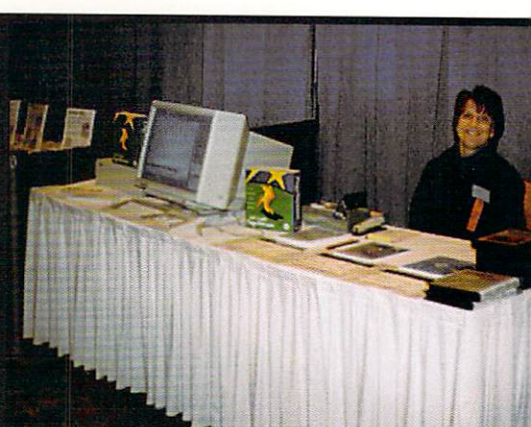
Anti Gravity Products gave out pamphlets on the Alien BoXer because the hardware was not yet available. The all new design uses the AGA chip set for compatibility but has completely redesigned logic to achieve high performance and flexible design. This package also delivers a low cost home internet solution or it can be a great start toward building a professional Multi-



The team from Amiga.org was on hand...



...as was Holger Kruse of Miami



Hometown girl, Ellen Kazmaier of St. Louis based Soft

AEMail is shareware with a normal shareware fee of \$30. An unregistered evaluation version is provided on AmiNet and on the AEMail web site at: www.calweb.com/~jzachar/. You can register the version you obtain from either AmiNet or the AEMail web site by sending the shareware fee (US funds only) to: John Zacharias, 10004 Vanguard Drive, Sacramento CA 95827

Asimware

Asimware Innovations showed several of their products. Audio Thunder is a Flyer Audio conversion and processing package. This software allows you to convert from one audio format to another by providing a GUI that can be launched from either Workbench or the Flyer. Simply select the source file, choose the desired format and convert or choose multiple source files for a time saving batch process. Audio Thunder requires AmigaDOS 2.0 or higher and a compatible CD-ROM drive. The SRP is \$99 (US funds), \$119 (Canadian funds).

Master ISO Version 2 is a CD-R/RW writing software package which contains a comprehensive feature list for the novice and professional user. The CD-R/RW engine supports ISO 9660 Rock Ridge and Joliet file systems. MasterISO is also available with optional jukebox support allowing for unattended multiple copy writing. Requirements include: AmigaDOS V2.0 or higher, compatible SCSI or ATAPI controller and compatible SCSI or ATAPI CD-R/RW drive. SRP is \$89 (US funds), \$119 (Canadian funds). Also shown was their AsimCDFS 3. This is

their third generation CD-ROM control software which seamlessly integrates CD-ROM technology into the Amiga operating system. The package allows Amiga users to access CD-ROM discs with their machine and a supported CD-ROM drive. It requires AmigaDOS 2.0 or higher. The SRP is \$79 (US funds), \$94.80 (Canadian funds).

Asimware Innovations, 600 Upper Wellington Street Unit D, Hamilton, Ont Canada L9A 3P9, Tel: 905-578-4916, Fax: 905-578-3966

Brewster Productions

Brewster Productions was showing their payroll program for the Amiga, Payroll Plus. Priced at \$125 this program touts ease of use in entering payroll amounts, the automatic calculation of withholding taxes, and easily corrected mistakes made at any point in the year. Reports include: payroll register, quarterly tax register, YTD audit, employee master, labels, pay stubs, and W2s and W3s. Payroll Plus also calculates and handles all Federal withholding and unemployment taxes, and State withholding and unemployment taxes for all 50 states.

Also shown by Brewster Productions was Organize Pro. Priced at \$40 Organize Pro can handle client lists, business contact lists, customer lists, membership lists, and just about any other list you would need or can imagine. It also keeps track of organization names, mailing addresses, email addresses and home pages and more. Organize Pro can handle up to 6 groups at one time and can even print out reports.

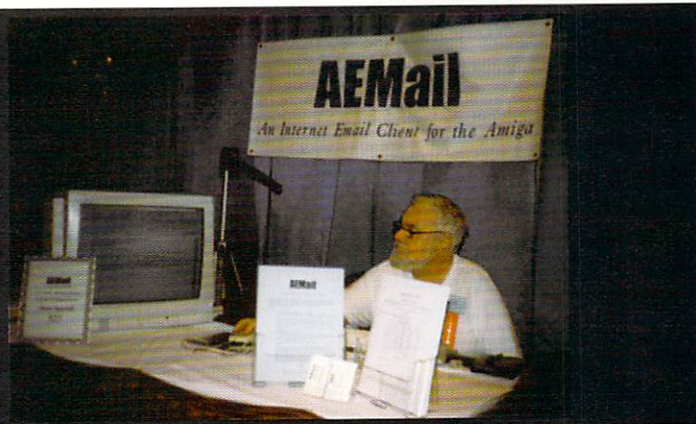
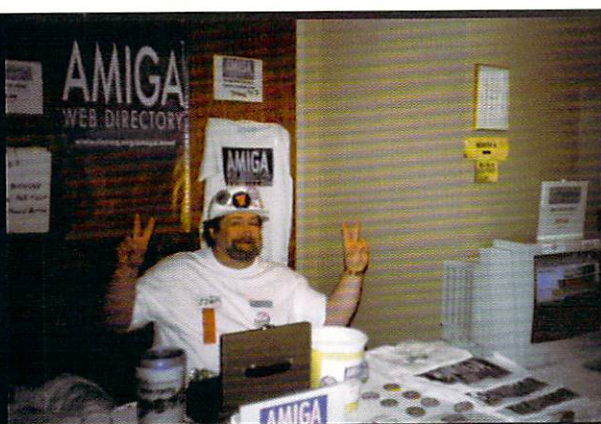
Brewster Productions, 669 Bluff Manor Circle, St Charles, MO 63303, Tel: 314-939-2704

GamaSoft

GamaSoft was showing three packages from Finale Development at Amiga '98. The first was called New York, an on-line news manager. New York has hierarchal group management, integrated composition tools, configurable screenmodes and fonts, superfast header parsing and sorting. Amiga OS 3.X is required along with a harddrive and 3MB RAM being recommended.

Voodoo is a multimedia E-mail manager for the Amiga. Voodoo allows the user to view graphical file attachments directly in the message window without having to save them and pull up a separate program to view them. This feature does the same for sounds. If someone sends you a wave file you can listen to it as part of the message. Voodoo allows you to quickly read, delete, or archive one or more messages at a time or use its filters to store messages at download time, according to headers. Amiga OS 3.X is required. A harddrive and 3MB RAM is recommended.

Lastly, was the WebFTP a web site manager for the Amiga. WebFTP combines the elegance of a tree-based administration system with the speed and reliability of an FTP client, but you'll never have to deal with any FTP commands, because it is all done automatically. A local replica of the web site is stored on your hard disk and a saved configuration profile tells WebFTP where to find the actual site on the



CUCUG of Champaign-Urbana & Amiga Web Directory

John Zacharias from the Sacramento Amiga Computer Club & AEMail

internet. These are just a few of the features of these three packages. GamaSoft, 2644 Botsford St, Hamtramck, MI 48212, Tel: 313-365-8414, Web: www.pantheonsys.com/gamasoft

Legacy Maker, Inc.

Legacy Maker showed two of their tutorial videos and a plug-in for ImageFX. Their two videos have ImageFX expert Bohus Blahut walk the user through various ImageFX techniques. Each video includes a free disk full of images and ARexx scripts to help the viewer follow along. Catalyzer 1: Regions, Macros & Animation covers region processing, text effects, macro recording, using animation - AutoFX & IMP including lightning. Catalyzer 2: Creative Compositing covers brush effects, multiple video layers, alpha channels, rotoscoping, and CineMatte & blue-screening in 3.0. Each video sells for \$39.95 plus S&H.

PanCanvas is a motion control plug-in for ImageFX selling for \$30 plus S&H. This allows the user to sweep the virtual camera over scanned photos or 3D renders for documentary style animation.

Legacy Maker, Inc., P O Box 60711, Chicago IL 60660, Tel: 773-465-5158, email: jcompton@xnet.com, Web: www.xnet.com/~jcompton

NewTek Inc.

NewTek Showed their Video Toaster Flyer and Lighwave 3D. They were giving away copies of LightWave 5.0 to Toaster owners. Each CD had an upgrade option to Lightwave 5.5 for the PC for \$299. Where are the Amiga PCI

cards when you need them?

NewTek Inc., 8200 IH-10 West Suite 900, San Antonio TX 78230, Tel: 210-370-8000 or 800-862-7837, Fax: 210-370-8001, Web: www.newtek.com

Nordic Global Inc.

Holger Kruse in the Nordic Global booth was showing off Miami 3.0 an advanced internet access software package for AmigaOS. This latest version showed off many features such as: very simple configuration, completely GUI controlled, fully compatible with other protocol stacks, T/TCP for faster web browsing, supports SSL for safe, encrypted transmission of sensitive data by web browsers, DHCP and BootP support for compatibility with newer cable modem and ADSL systems, supports Shell and ARexx scripts, dynamic DNS cache for faster web browsing and many other features too numerous to be mentioned here.

The shareware registration fee is US\$35. Available in May from Nordic Global will be a program called MNI (Miami Network Interface) The Ethernet Accelerator. MNI will offer speed, convenience, better support for multicasting, and convergence. Best of all MNI will be FREE for registered users of Miami 3.0. Register Miami 3.0 now to be among the first to use MNI on your Amiga.

Holger Kruse, Nordic Global Inc., email: kruse@nordicglobal.com, Web: www.nordicglobal.com

Nova Design, Inc.

Nova Design was showing their all-new ImageFX 3.0. They were showcasing this fast and newest editing interface

with improved Toaster/Flyer support, amazing new special effects, image processing functions and much more.

ImageFX 3.0 features include: actual multiple image layers - layout and composite the image and you can go back and change the layout and alter any image on any layer, multiple image buffers and views - you can have as many images loaded as you would like and open multiple windows into the same image which allows for precise zooms.

It also features new effects such as Fractal Clouds, Pagedcurler, Scatter, Splash and the FXForge which gives you the ability to have hundreds of new effects that can be modified and added. It also boasts many updated effects and improved Color Mapped image support for quicker format translation.

Upgrades from ImageFX 2.0-2.6 to ImageFX3.0 are \$79.95. ImageFX1.62/1.5 (or earlier) owners can upgrade for \$124.95. To upgrade send a check (US only) or money order to the address below or call: 1800-IMAGE-69 or 804-282-1157 1-4 eastern time, Monday thru Friday. Orders may also be faxed to 804-282-1157. Add \$5 shipping in the US, \$10 shipping elsewhere.

Nova Desing, Inc., 1910 Byrd Ave Suite 204, Richmond VA 23230, Attn: 3.0 Upgrades, Web: www.novadesign.com

Nova Sector Engineering, Inc.

Nova Sector Engineering is a new Amiga Tower manufacturer. Their handout material showed their graphic workstations officially licensed by Amiga International, Inc. Integrated system components include Amiga busboards, Motorola PowerPC 604e and

68060 processors, SCSI-Wide and EIDE hard disks, and 3-D accelerated display hardware.

Nova Sector's Nitro Amiga-based PowerPC video workstation have been created to provide fast RISC processor power to 3D animation and video editing applications. Each system is equipped with the Video Toaster switcher, effects generator, and keyer. LightWave 3D is also part of the software included.

Key features include: Dual Processor - 233Mhz PowerPC 604e Applications processor and a 50Mhz 68060 Systems Processor, 150 MB RAM, 64-bit graphic card, 4MB Video SGRAM, 9.1 GB ultra wide SCSI harddrive, Iomega Jaz Drive, External CD-writer, 10 Base T EtherNET, Video Toaster 4000 and much more.

Nova Sector Engineering, 1936 Oakcliff NE, Grand Rapids, MI 49505, Orders: 888-855-9407, Tel: 616-831-0765, Fax: 616-365-9596, Web: www.novasector.com

Ozware

Ozware was showing several of their packages in their booth. Included was the Co-Pilot Video their editing package. Co-Pilot boasts numerous tools to speed up editing. Also being shown was Co-Pilot Audio which can help automate your music mix. The main program in this package is "Music Mix" in which the user can create an artistic mixdown of music tracks, automatically raising and lowering the music level around lead/narration clips. Other programs in this include Mix Master for unique volume control of any clips, and Foreign Mix to prepare a tape for foreign translations and Reveal which shows hidden info about any 'split' edits.

Aussie's Fast Frames 2.0 is a package designed to give the user new ways of "toasterizing" NewTek's Video Flyer. With a retail of \$89 features include: Fast Frames, Key Player, Super Clips, Join Frames, Pick Frames, and CG Title Tools. Also shown was Aussie's Multicam Editor for use with NewTek's Video Flyer. The Multicam Editor combines the feel of real-time camera switching with the power and hindsight of non-linear editing and carries a retail of \$159.

Ozware, 21230 Meadow Lake Road,

Snohomish, WA 98290, Tel: 360-805-0148, email: ozware@aol.com, Website: www.vionline.com/ozware

Perforce Software

Perforce Software has released 97.3 of Perforce a software configuration management (SCM) system for the Amiga. The new release offers improved usability. Perforce features high performance, portability and networking ability to give users increased control over their software development process. The port to the Amiga was carried out by Finale Development, Inc.

The Perforce SCM provides a full functional source management using a true, TCP/IP base client/server architecture. The server's repository sits on one central host, and client workspaces can be anywhere on the network - across the office or around the world. The SRP is \$500 per user. For additional info contact Perforce via E-mail at info@perforce.com on their website: perforce.com. They can also be reached by phone at 510-864-7400.

Perforce Software, 2411 Santa Clara Avenue, Suite 40, Alameda, CA 94501

SoftLogik Publishing Corporation

SoftLogik Publishing was proudly showing their newest PageStream 3.3. A plethora of new features have been added to this Amiga workhorse. Improvements have been made in several key areas. The Interface - praised for its ease of use 3.3 has gone even further.

Flyout tools have been added which make finding the tools you need even faster. New tools include a Rotation tool to rotate objects on the fly, a Grid Tool has been added for greater functionality in resizing and there is also New Toolbar Buttons. Printing - PageStream supports a wide variety of popular printers as well as everything you need to print color PostScript, color seps, plate control, overprints, knockouts and an ability to preview color seps before going to press. These are just a very few of the enhancements. The upgrade for PageStream 3.2 Amiga owners sells for \$50 and for 3.0/3.1 owners \$85.

SoftLogik Publishing Corporation, PO Box 3838, Ballwin, MO 63022-3838, Orders: 800-829-8608, Fax: 314-305-7874, Web: www.softlogik.com

User Group Network

The User Group Network maintains a web site at www.amiga.org/usergroups. The site houses the Official User Group Registry Database with over 100 user groups worldwide, user group news, event schedules, and more. The User Group has also established an electronic mailing list to help users keep in contact with each other and to plan joint projects worldwide. If you have internet email access and would like to join simply send a message to ugn-news-request@advicom.net and simply put the word subscribe in the message body. Their server's Majordomo program will then try to verify your request by sending you an email with instructions on how to complete your request.

WeemsWare

WeemsWare was proud to introduce their first commercial product, Lips. The concept came from a desire to create an animated mouth using the Amiga's unique *narrator.device*. Up to 32 different images can be used to display each animated mouth, mapped to 270 possible events that can be generated. Lips supports IFF_ILBM, IFF_8SVX, IFF_ANIMburst, and ASCII text. Lips applications include: create talking characters for any video, fast pencil testing of characters for more traditional animation, and it is good for teaching basics of mouth movement in character animation.

Walter Bowie, 1233 Rhode Island Street, San Francisco, CA, Tel: 415-648-2807, email: wbowie@sirius.com

Y/C Plus Inc

Y/C Plus has formed a team with Philips to offer a new line of color monitors for the Amiga computer for a low cost solution as well as other video needs. Shared by all the monitors are the following inputs: RGB, Y/C (S-Video), Composite, Audio and 181 Channel Cable TV inputs. The monitors have many different cables so that they may interface directly to either Amiga computers, CDI players, Quad Splitters or any RGB (15.75 kHz) signal. The "M" series of monitors includes the Amiga Computer cable for a larger and easier to see computer status screen. The "R"

series of monitors includes RGB input and a 6 foot cable with (4) BNC connectors is included. Y/C also showed their other quality video and audio products for which they have become famous. Y/C Plus Inc., 310 SW 6th Ave., Topeka, KS 66603-3109, Tel: 785-235-5014, 800-586-1700, Fax: 785-235-3485, Web: www.ycplus.com

Amiga Dealers

There were a lot of deals available from the show. Some of the vendors who were at the show came from as far away as Canada. Compuquick Media Center of Columbus, Ohio held down one corner of the exhibition hall. They hosted Directory OPUS at their booth as well as several tables of software which went quickly. National Amiga from London, Ontario Canada commanded another corner of the hall with racks of products. Wonder Computers occupied a large section in the hallway at one end of the hall where they had several tables of merchandise for sale including products from Montek Electronics who specializes in Amiga custom cables and electronics. Each vendor appeared to be very busy through out the event.

Other dealers exhibiting included: 5 & 10 Budget Software, Dan's Deals, DVS Direct, FWD Computing, Macrohard Media, and Scharp Design. DVS Direct displayed their newly designed A4000 Tower case. Macrohard Media, a new dealer from Dayton, Ohio, sold the new PowerPC cards from phase5.

Also on Hand

Almost the entire crew of Amiga Inc. was at the show. Jeff Schindler and his wife Kim made the rounds to all of the tables on Saturday. Joe Torre, Darreck Lisle, and Marlyn Flint were available through out the event, speaking with users and vendors.

Also of note were Fletcher Haug of Amiga Informer, Paul Nolan representing Photogenics Ng and Siamese Systems, and Bill Evans of Prowave Inc. Prowave has an entire line of tutorials, videos and more for the Toaster and Flyer. For more information, contact Bill Evans at 205-830-2767, or visit their web site at <http://www.amiga.org/prowave>.

Bargain Hunting?

Don't forget the number one source of proven Amiga software at very basic prices.

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Orders only:

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Info: 610-471-1083

or visit our web site at:

home.sprynet.com/sprynet/cents

Upcoming Shows

International Amiga

Randomize was promoting their own show called International Amiga scheduled to take place in Toronto, Canada on May 29 & 30, 1998. The show is being promoted as North America's largest developer/manufacturer based Amiga show. It will feature the latest products and developments from developers and manufacturers from all over the world, a developers conference featuring information and training sessions for developers and end users, and many North American exclusives including phase5's PowerUP developer sessions. Also scheduled to be given away is an A1200 and almost every exhibitor will be giving door prizes. Randomize, Tel: 888-RANDOMIZE, Fax: 905-939-8745 email: sales@randomize.com, Web: www.randomize.com/ia98.html

AmiWest '98

The Sacramento Amiga Computer Club will be hosting AmiWest '98 July 10-12 in Sacramento, California. There will be a developer's conference on July 10th with exhibitions open the 11th and 12th. There will be a dinner (\$25 in advance) on Saturday the 11th with a speaker to be announced. Advanced ticket prices are \$8 for one day, \$12 for two days. Tickets at the door will be \$10 for one day and \$15 for two days. Write to AmiWest 98, c/o Sacramento Amiga

Computer Club, P.O. Box 19784, Sacramento, CA 95819-0784. The SACC is on-line at www.SACC.org/amiwest/.

Midwest Amiga Exposition

The Amiga Central Ohio Network was also announcing their own show. The 3rd annual Midwest Amiga Exposition will take place November 14th through the 15th with show floor times to be announced. The group will be providing both a one day pass for \$8 US and a two day pass for \$12 US. The Hyatt Regency Columbus will be the setting for this year's show. The show floor has been expanded to almost 7,100 square feet. Seminars and classes will be offered as well as hourly prize raffles and a grand prize drawing. AmiCON, PO Box 18311, Columbus OH 43218, Tel: 614-751-0232, email: dpearce@infinet.com or rblack@itsnet.net, Web: www.amicon.org

Conclusion

As always, if we have forgotten anyone, please let us know!

Bob and Diana Scharp and their friends are owed a great deal of thanks from the people who attended this event. With only a few exceptions, this was a very powerful show. It offered Amiga users and vendors a chance to be a community and it allowed users to speak first hand with the people who are making decisions in the Amiga market.

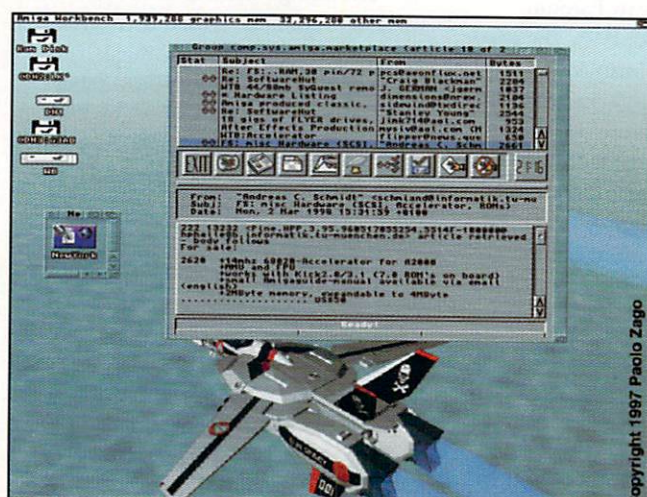
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New York News Reader

by Lars Nelson

The New York News Reader Version 1.240 by Christopher E. Aldi and distributed by Finale Development (<http://www.finale-dev.com>) is an important tool for Amiga internet news access. It requires AmigaOS 3.x+, 2MB of free RAM and is available for a street price of around \$40.00. While the packaging isn't impressive (it comes in a cardboard envelope with 1 disk and a 15 page loose leaf manual), the product did perform well.



Copyright 1997 Paolo Zago



Display

The display and interface is nice. There are both Menus and Buttons for the commonly used news commands. New York uses the Class Act GUI system, which is included. I use Class Act, and MUI on a daily basis, and prefer Class Act. The buttons, or icons, are 16 color New Icon style, and it is great to use a program that has more than 4 to 8 colors.

The display works well on its own screen, or on Workbench. It works fine with standard screen modes, and CyberGraphX. There is a sizing bar separating the window, so you can adjust the amount of space for Group/Headers versus the Articles themselves.

On an NTSC High Res screen, there is not much space to view the news articles, or the group listings. It is workable, but I would recommend a higher resolution. It would be great if you could move the button bar to a column location on the side of the screen, or remove it all together (e.g. Ibrowse, MUI?).

Features

The New York News Reader works well at: posting news; replying via newsgroups; and replying via e-mail using YAM, Voodoo, or AEMail. It supports anonymous, and authenticating news servers. It does article marking, sorting, and deleting as well as window size snapshots, and iconify gadget. It also has a built in text editor for news posting.

Performance

New York is swift on an A1200 @14mhz on up. The initial connection to your news server is a slow one because a comprehensive list of groups must be downloaded. This can take a while, but it was an acceptable rate on a 28.8 modem, and nice and quick on an Ethernet/T1 connection. Unless you have 8+ MB of Fast RAM, you probably won't be able to download a complete list of newsgroups.

I found no compatibility problems. I tested this with an A1200, A4000, '020, '030, '040, WB 3.0, WB 3.1, AGA, CybergraphX, Miami 2.x, AmiTCP 4.x, modem, and ethernet. It has run without a hitch.

Concerns

If you don't fully configure the preferences before starting New York, you will get an error which prevents you from starting the software, or reconfiguring the preferences. You can get around this by deleting the preferences file and starting over. When opening its own public screen, the screen does not close when you exit New York.

Wants and Desires

I would like to see button texts, or help bubbles, a movable or removable button bar, an option to simultaneously reply via newsgroup and e-mail, as well as e-mail support for additional e-mail clients, or built in e-mailer. A limited demo might be nice. I got a hold of a leaked beta copy, and I liked it so much I bought the real thing.

Opinion Overall

It is a good program and well worth the cost. I have used many Usenet newsreaders for the Amiga, and this one is easily the best.

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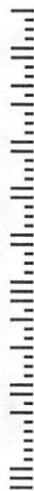


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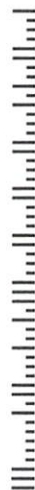


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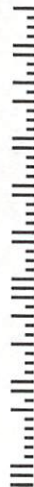


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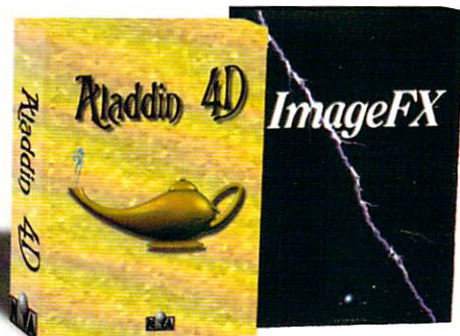
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